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WIZARD©

No. 7

THE GUIDE TO COMICS

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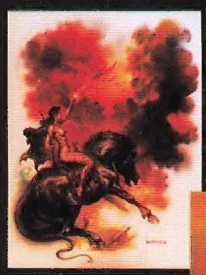

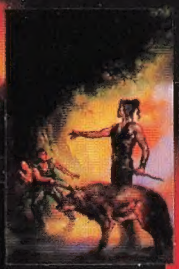

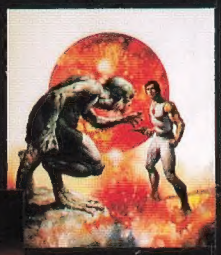

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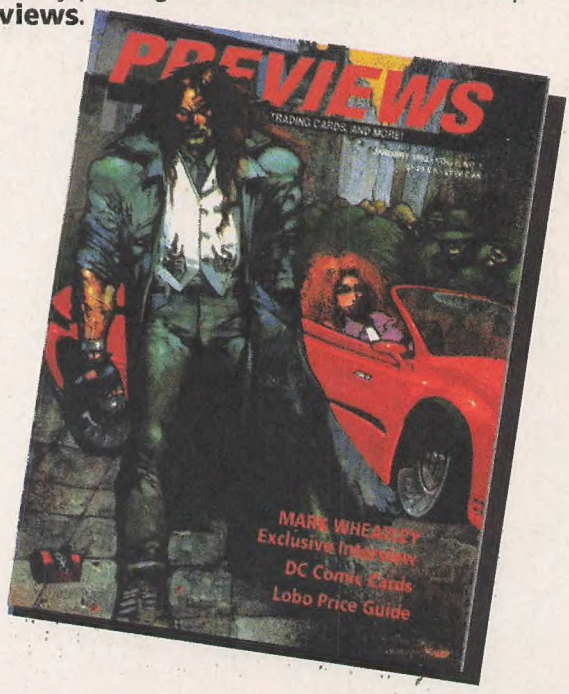

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WIZARD

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March 1992

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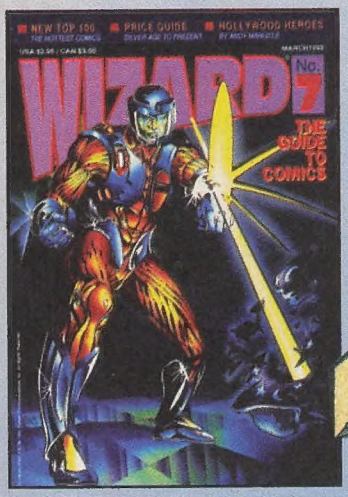

TOP STORY

X-O Manowar - Valiant's newest Super Hero has been burning up the comic shelves everywhere. "X-O" can be found in his own monthly series and roaming around the Valiant Universe

From Conan to Solar, page 20...

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WIN

An Autographed Set of Punisher War Journals #6 and #7!

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LETTER FROM THE PUBLISHER

Welcome to the World of Wizard #7

I would first like to let you know that this letter was written as fast as a late book report. However, this time I'm the teacher, so I'm allowed.

I was just wondering how many of you were able to get a glimpse of the Gray Hulk version of issue #6, if you haven't ask your local retailer.

I hope you like our new magazine format. As you know quality throughout is our #1 priority. You shouln't have to settle for anything else.

Welcome aboard to a few members to our growing staff. I know they're going to do a great job, because if they don't... it's off to the dungeon.

This month we've added a few new monthly features, one is the covers we've received from our readers, along with more great interviews with the industry's best. Plus 2 more books sure to get some recognition - check out the Wizard Comic Watch.

Guess what? I found Zaretzky again and you know what he had this month... 4 - sixth row seats for the Guns 'N Roses concert at the Garden. Talk about incredible concerts, this one was the best I've ever been to, of course once I got my hearing back.

Well, in about a week I'll be leaving for California to meet Jim Lee and Whilce Portacio. I can't wait to go. Don't worry I'll take lots of pictures and come home with a few autographs to give away.

Remember, tell your friends you collect "The Wizard".

The Big Cheese,

Gareb S. Shamus

WIZARD

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A Very Brief History Of

X-O: MANOWAR

By Patrick McCallum

Aric, an alien barbarian stranded on a space craft orbiting the Earth, fighting for his life against an alien race of spider-creatures. That's how the premiere of Valiant's hottest new title, *X-O Manowar* debuted. Not much is known of this new hero, but what is known is that he's hot. So far, fan reaction has been overwhelmingly positive, and the future looks pretty bright for the "Manowar."

Part of his success may be atrributed to his uniqueness. Aric is a barbaric warrior, ruthless, a perfect fighting machine. Unarmed, he's Valiant's answer to Wolverine. Then there's the X-O armor (eXOskeleton, that is). It's a living suit of armor, one that wraps itself around Aric and responds to his mental commands. Not only that, it can grow any weapon Aric needs in seconds. Pretty nifty, eh?

So, with all that, what does he have to worry about? Well, for starters, he stole the X-O suit from the spider-aliens, and they want it back. He's also stranded on one of the most primitive planets in the galaxy, Earth. So inbetween fighting the aliens creatures hunting him and attempting to figure out exactly what the X-O armor is, Aric has to live with us humans and learn our strange ways. Not an easy thing to do, all in all, a very intruiging title and one worth giving a try!

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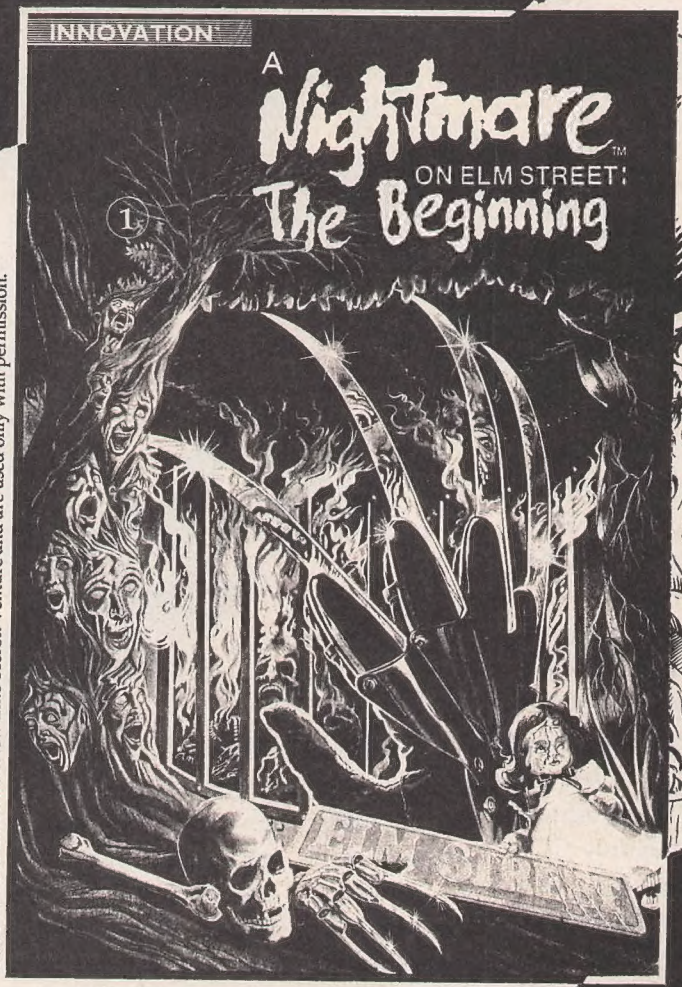

... BUT WERE *AFRAID* TO ASK!

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A Brief History of the Flash

By Patrick McCallum

Hey, didn't he have a TV show? Well, yeah, but there's more to the Scarlet Speedster than just a neat costume and some cancelled show. The Flash has a rich history, or rather, the Flashes have a rich history. To date, there have been three Flashes, Jay Garrick, Barry Allen and Wally West. The focus for this will be Wally, since he is the current inception of the character.

Wally first stepped on the road to becoming the Flash when he started the "Official Flash Fan Club", of which he was President, which is not hard to accomplish when your its only member. When Wally's Aunt, Iris Allen, caught wind of this, she introduced young West to her husband Barry (The Flash II) Allen, a police scientist, who informed Wally that he and the Flash were close friends. A super speed change later, Wally then came face to face with his idol, the Flash. Then, the freak accident which gave Barry his amazing powers repeated itself, as a bolt of lightning shot through a window, smashed into a cabinet full of chemicals which doused West with electrically charged fluids, endowing him with super speed. Doing what any responsible adult would do, Barry took Wally under his wing, gave him a costume identical to his own, dubbed him "Kid Flash", and they went off and faced super villains, aliens, robots, etc.

During their time together, Barry redesigned Wally's outfit which gave him a more distinct identity, Wally no longer looked like Flash Jr., but he still lived in the shadow of Barry. Kid Flash then teamed with other junior partners Robin, Wonder Girl, Aqualad and Speedy to form the Teen Titans. There Wally found a home away from home, and stayed with the Titans through all their various incarnations and roster changes. Then, later on as Wally entered adulthood, his powers began to go askew whenever he used super speed, it would cause him great pain and probably kill him if he ran for any length of time. With this, Wally decided to quit the superhero biz and attempt to lead a normal life.

For a while, everything was going pretty smoothly until a little something called "Crisis on Infinite Earths" occurred, which

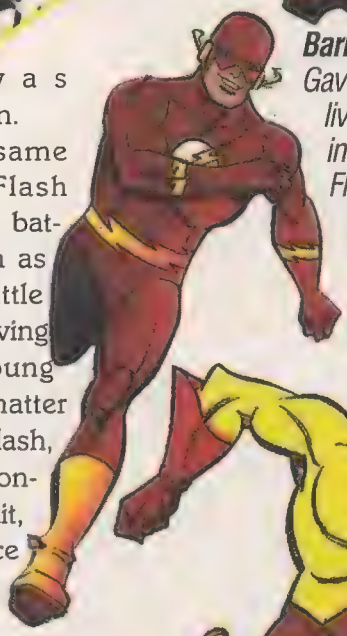
The Flash Time Machine

forever changed Wally's life. Teaming with Jay Garrick, the original Flash from an alternate dimension, Wally was forced once again, to use his super speed. In the course of doing so, he was exposed to radiation that fixed the chemical imbalances in his body that was threatening his life, and thus Wally "Kid Flash" was reborn.

At the same time, the Flash (Barry Allen) was battling an entity known as the "Anti Monitor", a battle which cost Barry his life. Arriving at the scene moments later, young Wally West made a vow - that no matter what happens next, there will be a Flash, and that Barry will be avenged. So, donning the traditional red and yellow suit, Kid Flash was retired and in his place stood the all new Flash, Wallace West!

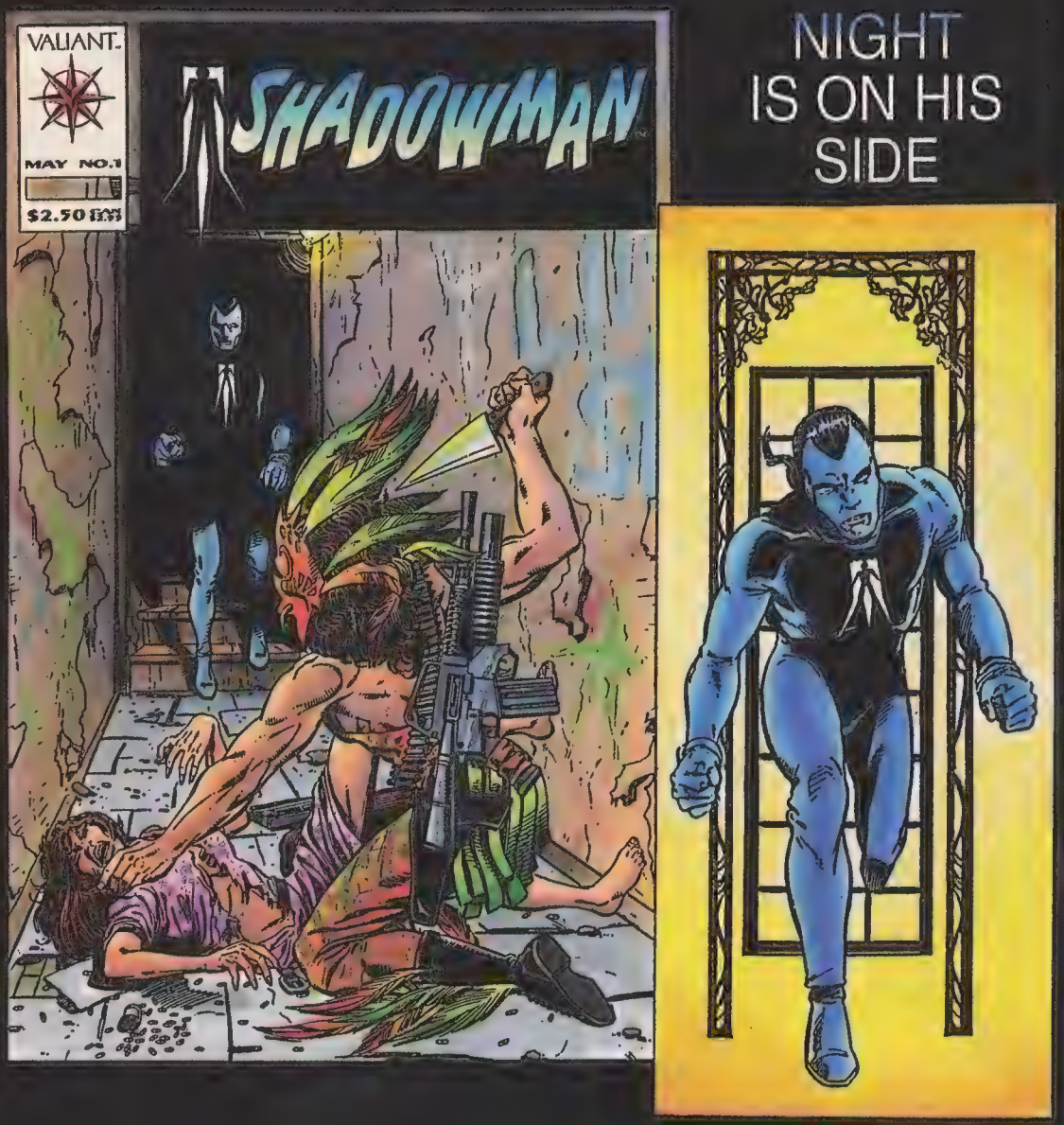
In the years since that fateful day many years ago, this new Flash has led a topsy turvy life. He's won and lost a fortune, revealed his identity to the world, struggled to live up to the Flash legend and constantly tries to make some sense of his crazy life. All in all, a very hectic life, even for the fastest man alive!

Jay Garrick; *Original Golden Age Flash, (and maybe F.T.D. Florist?)*



Barry Allen; *Gave his life so others might live. The best known incarnation of the Flash character.*

Wally West; *Once known as Kid Flash, now the resident Scarlet Speedster.*



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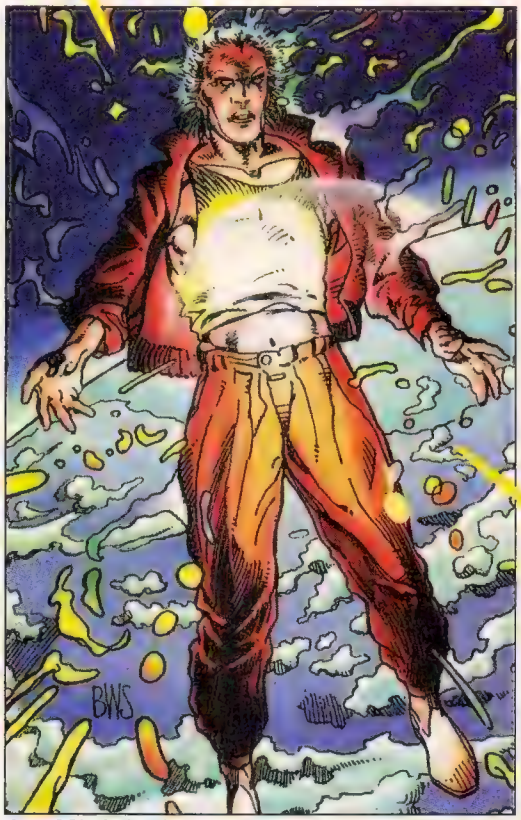
VALIANT'S STRAIGHT SHOOTER

By Patrick Daniel O'Neill

With fewer than a half-dozen titles in the direct market, Jim Shooter's Valiant Comics is poised to be a power in the comics industry, thanks to a growing mass-market presence.

"I definitely want to become a full-service comic-book company; not only that, I want to go places other comic-book companies haven't gone at all".

That's how Jim Shooter, President and Editor-in-Chief of Voyager Communications, describes his company and its comic-book imprint, Valiant. Shooter first made his mark in comics scripting DC's Legion of Super-Heroes feature in Adventure Comics in the 1960's. He was, believe it or not, just 13 when he started. Later, after a decade or so away from comics, Shooter joined the staff of Marvel Comics, eventually rising to the position of Editor-in-Chief and Vice-President.



from SOLAR, MAN OF THE ATOM

But Shooter's reign at Marvel was both successful and stormy. He left that position in 1987, forming Voyager a short time later. Many have asked why he chose to start a new company, a risky proposition at best.

"Being forcibly ejected from Marvel might have had something to do with deciding to start my own company," he laughs. "I had major disagreements with the management of Marvel, during that period when Marvel was being bought and sold a lot. We parted company; it was very mutual. After that, I wasn't sure what I was going to do."

The catalyst was an entertainment lawyer and manager named Steve Massarsky, who hired Shooter to write a script

for a Spider-Man live-action television show. "As we worked together on that show, we got to know each other and liked each other," he recalls. "Steve asked me, 'Why don't you start a comic-book company, since you seem to know something about this?' I said I'd need help. 'Would you help? Would you be my partner? He said yes. Then we got a third partner, a guy named Winston Fowlkes, who has a financial background."

The three partners' first business venture was an attempt to buy Marvel, which was for sale at auction. They were outbid by Marvel's present owner, Ronald O. Perelman. "That educated me about the financial aspects of corporate America," Shooter notes. "In the course of it, we met quite a few bankers and venture capitalists who, afterwards, invited us to give them a start-up plan. We eventually settled with one of them and put together this business."

> **"I spent all my day upstairs arguing with the financial people and lawyers, trying to protect the creative people from being raped and devoured."**

But just the right people and the right time wasn't enough. There was also the right opportunity. "Right after I left Marvel, Steve and I went to see Richard Bernstein at Western Publishing," Shooter says. "Richard and I had met when Western tried to buy Marvel some years before. He said he was impressed with what he had seen from me and, at our first meeting in 1987, he made a commitment - he said. 'The old Deli/Gold Key comics characters? They're yours. I won't give them to anybody else; when you're ready to publish, let me know'. And he honored that commitment; Marvel wanted the characters, DC wanted them, he got offers from all over. And he turned them down, based on his handshake agreement with me. A couple of years later, when we were ready to start up in business, I called Richard up and said, "Okay, we're ready to go,' and Steve got together with Western's licensing people and made a deal and we had a bank of characters to start with."

Those characters included Magnus, well-remembered by '60's fans for the excellent artwork of Russ Manning; Dr. Solar; Turok, Son of Stone: and a few others. "We poured our hearts into developing those characters, because I feel like I have a debt of honor," Shooter says. "We try to do our best, we'll continue to try to do our best. I think Western is pleased with what we've done. We continue to develop the better properties from the old Gold Key line, as well as come up with our own."

But the relationship between Valiant and Western doesn't end there. Western distributes Valiant's children's book line and its licensed Nintendo and World Wrestling Federation lines as well, giving Valiant a foothold in major mass-marketing chains like *K mart, Woolco, Walmart and Toys R Us.*

New Titles From Valiant...

Memories of the things he felt had gone wrong at Marvel have led Shooter to fashion a certain kind of atmosphere at Valiant's offices—an open, no-doors approach that some say is reminiscent of Marvel's earliest period, the celebrated "bullpen" of the early 1960's.

"I think one of the things that went wrong at Marvel was that I got so far removed from all the creative stuff," Shooter says, "I spent all my day upstairs arguing with the financial people and lawyers, trying to protect the creative people from being raped and devoured. At the end, I was walking around the place and I didn't even know everybody's name, because I delegated too much."

"Everybody hired their own assistants and then the assistants would get promoted and they would hire their own assistants. There were actually people working at Marvel who I didn't even know. The people I hired were Louise Jones and Al Milgrom and Larry Hama and Denny O'Neil and Bob Hall - some people I thought came with a bunch of credentials", he continues. "Toward the end there, as I said, I don't know if those people had credentials or not, because I don't know who they were."

"Too many people go for the quick hit. One of the problems in this business is that's the easy way out. It's very short-term-thinking."

That distance from the creative side of the office led to what Shooter sees as a major misunderstanding of his methods of running a comic-book company. "I was trying to explain a philosophy of comics - which was not at all revolutionary, which I learned from the people who started this business, from Stan Lee - but by the time it got filtered down to the troops, it had become a series of incredibly stupid rules: 'Never do this; always do that'" he remembers. "I never said anything like that. I never said anything like that. And that's one time I'll use the word never.

I would explain why or what the objective was - there are a million

"A lot of publishers are becoming like the Franklin Mint: they're no longer publishers, they're making collectibles - period."

"I think this is a great creative atmosphere. If this is how the old Marvel Bullpen was in the early '60's, that's great."

ways to get there - and I tried to explain things in terms of philosophy. I tried to take what I learned from Stan, what I learned from Jack, what I learned from Mort Weisinger - who was quite a good technician, if not a writer - and try to educate people, give them the basis of understanding to make creative decisions. Then, when it was played back to me later, I would get these insane rules.

"So, when Valiant opened its first place, I made sure I was sitting in the middle of it," he points out. "I like it this way; you hear all the noise in the background here - I like it this way, doesn't bother me; I can concentrate. If I want to go sit in a room with someone, I have conference rooms we can go to and close the door. But I like the idea that Bob Layton can just look up and yell across the room at me. 'Hey, is this guy supposed to be carrying this thing in this panel?'

"I think this is a great creative atmosphere. If this is how the old Marvel Bullpen was in the early '60's, that's great."

As noted earlier, Valiant's relationship with Western Publishing has led to a great success outside the direct market, probably greater than any other "independent" comics publisher has had. And Shooter is proud of that success. "Most of what we've done has been mass-market comics, which no one else is doing," he says. "We started out doing all the Nintendo comics, which did very well for us - and are still doing well to this day. We're selling the material through our Western Publishing distribution channel. And we've got World Wrestling Federation, which we're selling on the newsstand, some direct, and through Western in a children's book format. Those comics are some of the most successful comics ever created, but the direct market doesn't care about them. So they ignore them. They ignore the fact that some of our Mario Brothers comics made more money than the things they think were big hits. The fact that our children's wrestling books will probably

Valiant wants to get its super-hero material out of the direct distribution ghetto and before a larger public.

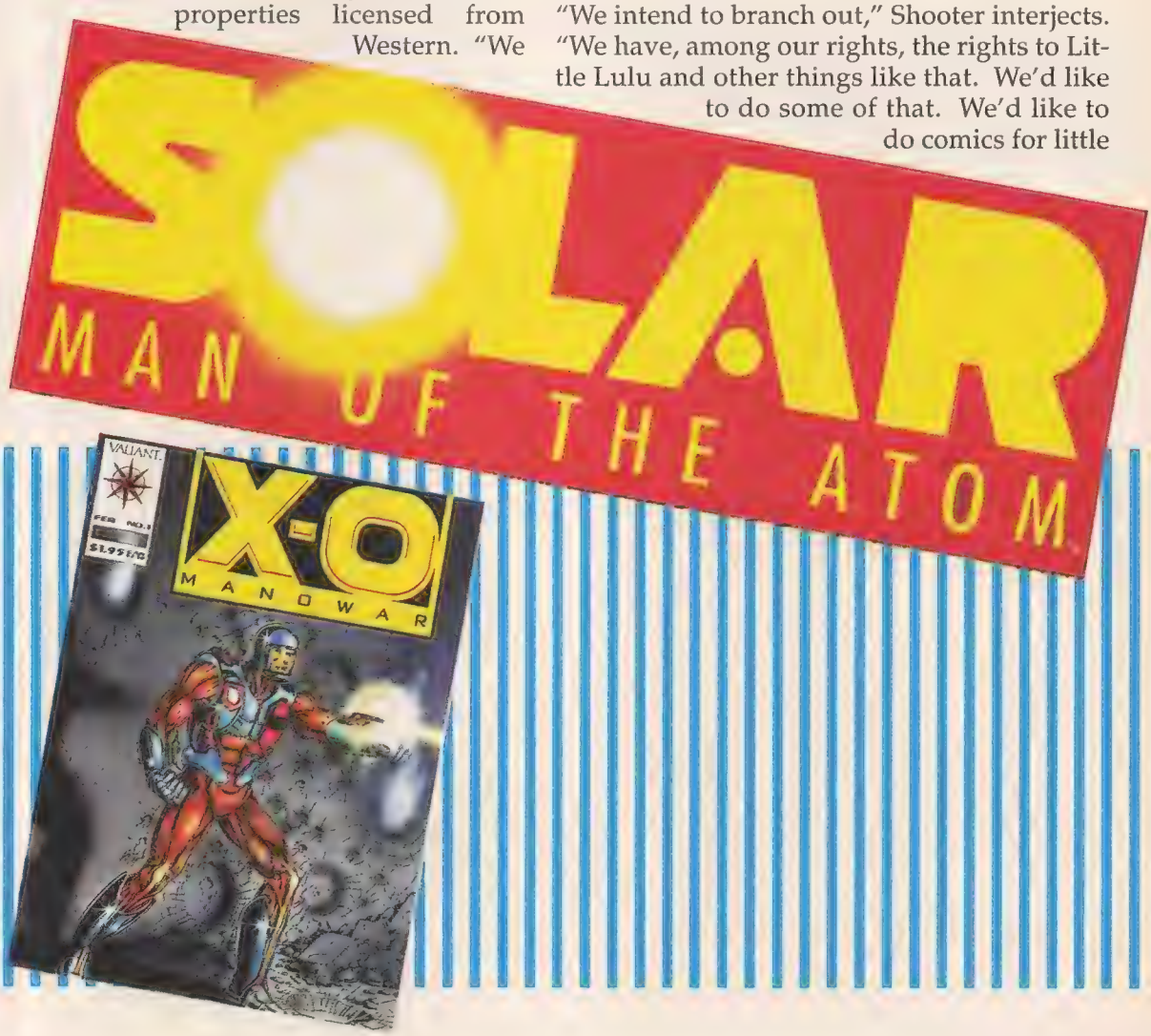
break a million copies doesn't mean anything in the direct market - they just don't count it.

"I like the idea of getting some comics out there to reach the mass market," Shooter goes on. "I ran into (Marvel President) Terry Stewart at the Frankfort Book Fair and he said, 'I love what you guys are doing. It's going to help all of us.' And I said, 'You're right, because a lot of kids who don't read comics at all will pick up a Voyager WWF book, get interested in comics, go looking for back issues, get themselves into a comic-book store, and suddenly they're buying Spider-Man, Superman, whatever - Magnus, I hope.' I'm bringing in new people and that's something I've always wanted to do. I've always wanted to get something that had marquee value to people who don't read comics already,"

Now, in the direct market, Valiant is attempting to build a base of superhero adventure titles, all linked around the Magnus and Solar properties licensed from Western. "We think the wisest course is to build a base, a superhero universe. It's what I've done for 26 years. Number one; it's what guys like (Vice-President, creative design) Bob Layton and some of the other people who work for us have done. Let's do what we know first and then branch out from there," Shooter says.

That base has expanded in the last several months, with the introductions of Harbinger, X-O Manowar, and RAI. Also forthcoming is a two-book collection of the "Steel Nation" story from Magnus #1-4, including pages that were cut from the original issues due to space considerations; a Turok retrospective, reprinting the work of artist Alberto Gioletti on that Gold Key title, culling the three or four best stories, including the painted covers; a fourth superhero title, Shadowman, written by Steve Englehart and drawn by Dave Lapham; and a prestige format Magnus project by Barry Windsor-Smith.

"We intend to branch out," Shooter interjects. "We have, among our rights, the rights to Little Lulu and other things like that. We'd like to do some of that. We'd like to do comics for little



girls, we'd like to do more and different kinds of young kids comics; and, just like at Marvel, I intend to go and do the Valiant version of Epic Comics - the things that aren't in the 'universe,' but are just neat and we ought to do them. Expand the envelope, experimental stuff."

And when the time is right, Valiant wants to get its superhero material out of the direct distribution ghetto and before a larger public.

"When you think about it, as long as we're working on all these mass market projects, we really have about three times the distribution of Marvel," Shooter argues. "We have the same newsstand distribution - 25-30,000 outlets; the same direct market distribution - about 4,000 outlets; and we have 60,000 mass-market outlets they don't have. We really have a chance - probably more than they do - to change this industry.

We're working right now on repackaging some of the superhero stuff into a format for the mass market. We'd like to build a base there, first. Once the mass market chains are used to getting WWF books from us, Nintendo books from us; once we have permanent fixtures in there in conjunction with Western, once we have a real presence in that market, then we can slip a Magnus Robot Fighter in there. There's no reason we can't succeed.

"Do you have to have a marquee name to succeed? Well, no - a lot of the perennial Western properties are things that are not in the forefront of your mind. Saggy Baggy Elephant is cute, don't get me wrong, but if you asked 100 people on the street if they know Saggy Baggy Elephant, a lot of them won't. Unless you hit the right demographic," Shooter notes. "You can build your market strength to the point where the equity in your name will carry a new property or a less well-known property. I guarantee you people buy a lot of Western material on the strength of the name Golden Books. We want to get to the point where we have that kind of strength in the marketplace. Obviously, we're shooting higher than they are - that's why they want to be our distributor. They own the young kids market; they look at us as people who can bring them the pre-teen market with WWF, and with Nintendo; and the teen-age and adult markets with Magnus and Solar. We can reach all the way up to the baby-boomer demographic. We're trying to take advantage of a marketing channel comics have just been unable or unwilling to attempt and maybe take comics beyond the confines of the direct market - which is pretty small. Pretty small."

But Shooter admits the standard comic-book package of the past 30 years probably will not sell in the mass market. "Right now, in order to make our WWF and Nintendo products fit more easily into these retailers' and chains' thinking, we've put them into the international children's book size; we square-bind them; we've tried to make them 'normal' in as many ways as possible on the outside, since they're comics on the inside, which is unusual form them already. Let's give them only one unusual thing at a time to handle. Ultimately, I think any kind of format will work. The key thing is that the stuff is good...that there's a story worth reading, a story that can be read.

"I don't think people are really focused on the story in comics a lot nowadays.," Shooter complains. "You pick up a lot of comics and flip through them, and they've got some really great foreshortening going on, and rippling muscles - and that's cool; I wish all of our guys could draw like that - but if you try to make sense out of the story, it either doesn't make sense or it's really hard to read, or it's such a little piece of story, you don't really get any satisfaction. People show me certain stuff, saying 'This guy's a great writer' and I'm just blown away: the wordsmithing is wonderful, the dialogue is crisp, the thinking is good - but they take 20 pages and they tell me a tiny part of the first chapter of a story that probably will go on for 20 issues. And a lot of people in a new audience will have no patience for this. The answer is not that it has to be done any certain way; the answer is that you have to make it reader-friendly; if you're going to do a 20-issue story, at least have each one with enough of a bang to make you want to come back for the next one.

"Sometimes, we do these things too much for ourselves; we do them as if the people buying them will buy them no matter what. Maybe that's cool in the direct market - but if you go into a new market, you have a burden of proof," he explains. "You have to make sure it's entertaining enough, that the reader

gets enough of a slice so they say, 'I want this.' We've had chances; Dark Knight had a chance to break through; I admire it greatly - you say something negative about Dark Knight within earshot of a comics fan and you're asking for a lynch mob - except that a civilian, a guy who picked it up in a bookstore who had never read a comic before would have a little trouble understanding it. I tried it - I gave it to my brother-in-law. He read a couple of pages, and didn't get it; he didn't know enough about Batman, he had trouble understanding the pictures sometimes - some stuff we comics fans thought were really neat, he just didn't get. Should Frank Miller not have done those things? No, absolutely not - they were right for the story. But we shouldn't sit around and be amazed that the world didn't embrace this; it wasn't done for them, it was done for us. I hope someday, all the stuff that went with Dark Knight happens with a book my brother-in-law can read."

Is the problem that too many of today's comics professionals come from a fan background? Yes and no. Shooter replies. "I don't think there's anything wrong with having been a fan; I don't think that's a negative in any way. I think there is a little bit of a problem in that there is no education process available. There's no way for a young, talented, eager guy to really learn some of the basic skills. Usually, you send your samples in; if you're good enough to make the cut, they send you a script. There isn't the kind of contact with people who've been around and who can teach things.

"The main problem is that the fans coming up have no opportunity for any other education, so they all repeat mistakes as enthusiastically as they do good stuff. But there's nothing wrong with enthusiasm, with loving what you do."

And Shooter is somewhat down on what he sees as a shortsightedness on the part of comics publishers, distributors and retailers - as evidenced by one-shot "gimmick" marketing concepts. "People buy what they like - if people want to buy the embossed, foil-stamped, multi-cover editions, I can't argue with it. Those things have been successful," he admits. "We want to get attention to - we've done 'value added' stuff, though....adding material to the books, like the extra page for the Solar origin story in each issue.

"Too many people go for the quick hit. One of the problems with this business is that's the easy way out. It's very short-term thinking," Shooter continues. "A lot of publishers are becoming like the Franklin Mint: they're no longer publishers, they're making collectibles - period. How many people bought Spider-Man #1 because they thought it was going to be a great story? The more the industry relies on that end of the market, the more it becomes a question of "how can we make our book the hot collectible this month?' How many more holograms and foil stamps can you do? I'd rather try to get people to read the thing, try to get them interested in the characters and the story, so I'll sell just as many next month when I don't have my trading cards. Gimmicks for gimmick's sake means you sell 4 million of that one issue; meanwhile, monthly sales of your regular titles erode and erode and erode. The numbers for your big gimmick title will look great, but each year the regular books, the meat and potatoes decline.

"You're creating an Emperor's New Clothes situation," Jim Shooter sums up. "Sooner or later, somebody's going to try to sell all those 'hot' titles that everyone already has one of in a bag - and find out they're not worth anything...and then they'll all go buy baseball cards or something. I think that's a landmine in the path of the industry; we're finding our own way to be different. So far it's worked."

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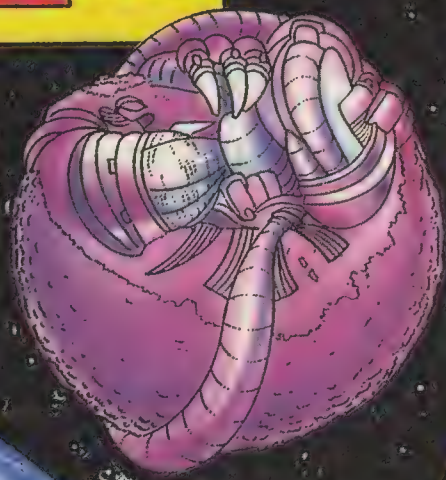

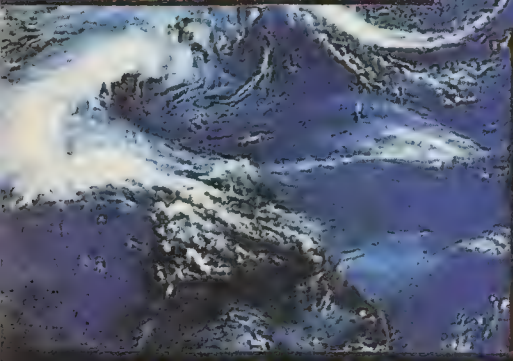

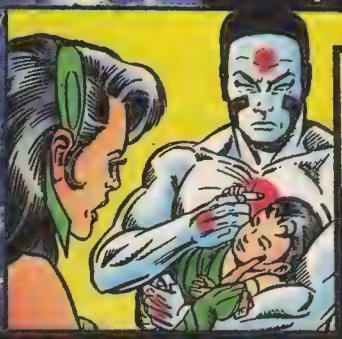

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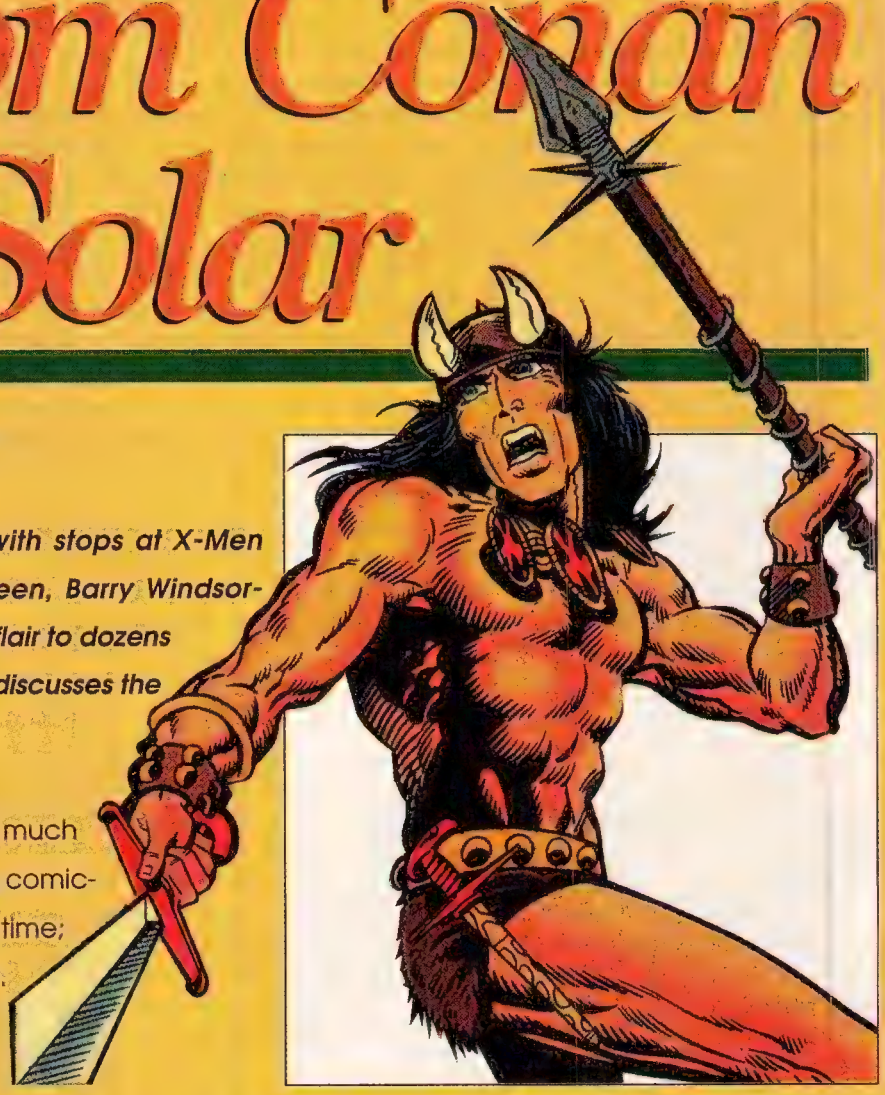


By Patrick Daniel O'Neill

From Conan to Solar, with stops at X-Men and Wolverine in between, Barry Windsor-Smith has lent a special flair to dozens of characters. Here, he discusses the nature of his work.

WIZARD: You had pretty much gotten away from doing comic-book material for a long time; then you got back into it. What drew you back into comics?

BARRY WINDSOR-SMITH: I'm not really sure, to be honest. I've always loved the medium. It's been a good long time since I was doing the posters and portfolios...the last piece I published was through Gorblimey Press was a decade ago, I think. In that time, I've done *Machine Man*, a few issues of *X-Men*....to me it was just sort of dabbling with the industry. At some point—no particular revelation to it—I just decided to do more. There was no real turning point; I just decided that if I was going to keep drawing this stuff, I might as well do more.

Interview with Barry Windsor-Smith

WIZARD: How do you pick and choose what you work on? I assume you're somewhat selective.

WINDSOR-SMITH: How do you pick and choose whether you want beef or chicken for dinner? It's what you fancy doing. That's what it is. I don't have any major reasons or anything. There's really no formula.

WIZARD: Do you prefer to work from a plot as opposed to a full script?

"I've never worked from a full script. Does anybody do that anymore?"

WINDSOR-SMITH: I've never worked from a full script. Does anybody do that anymore? Actually, I think I worked from a full script once on a short story for the now-defunct Warren comics. I'll sometimes work from a plot, sometimes I'll change the plot radically, pissing off the author something awful; sometimes, I just make it up myself.

I think I'd find it hard to work from a full script or a hard-and-fast plot, because I've got so many ideas myself—that I usually inject into the story or scrap the story and start again. Ask Chris Claremont, I'm sure he'll back that up.

WIZARD: Assuming you get a plot you generally like and you're not going to scrap, what's the first thing you look for? What's your first step after looking over the plot?

WINDSOR-SMITH: Sharpening my pencils?

Forgive me, but this seems like very A-B-C sort of stuff.

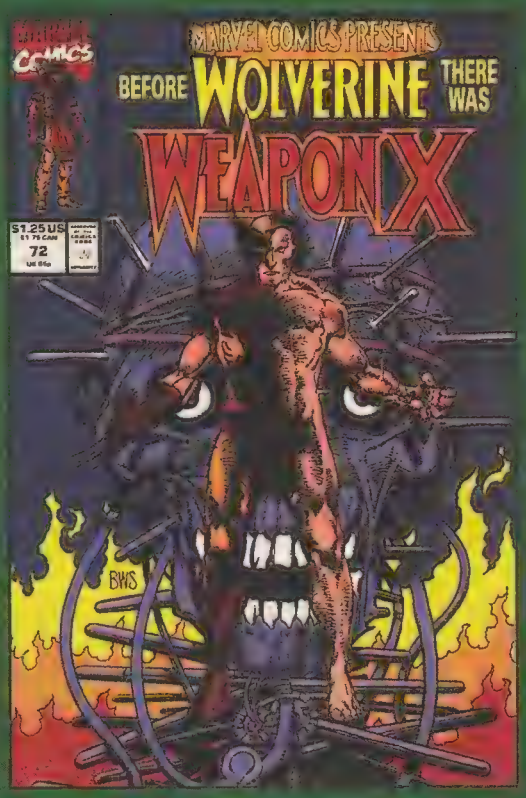
WIZARD: I guess I'm looking for something in terms of process. Do you try to break it down first?

WINDSOR-SMITH: There really is no process. I don't really know how other people work; I don't know if there are processes for people. For me, it's just purely intuitive.

If I get a plot that doesn't need to be reworked or that just needs a minor adjustment here or there—in my opinion—if I understand it entirely and share the vision. I certainly don't break it down. I don't do lit-

tle thumbnails of 20 pages and see if it'll fit. I've been doing this for a heck of a long time—25 years or so—so I just intuitively go ahead and know what I want out of it.

This often results in my drawing and redrawing pages over and over again. It might actually be sensible to break it down and see where everything fits. When I was doing *Conan*, a long, long time ago, I would sometimes do that, because of the limited space and complicated stories and imagery.



"Bob is a great seller of ideas and he can get a dead person excited."

I don't like to be so constricted; I like things to be a surprise, for a start. I like to run intuitively with a story; which will often mean diversions from the original plot—or at least the original plot. When I get to work in the morning, I don't like to know exactly what I'm going to be doing. I like to keep everything open. If I sense a lack of logic in the action, I'll change it to suit my own logic of which I think the characters should do.

The key word here is intuitive; I just do it as it seems right to me.

I sort of joke about it, but I'm sure I've upset a few plotters in my time. There is logic to what other people do, too; but it's one of my problems that if it doesn't fit my logic I don't want to do it.

WIZARD: What brought you to Valiant?

WINDSOR-SMITH: Several things. I've always been good friends with Bob Layton. Bob had mentioned this new company Jim Shooter was putting together and he was very excited about it. Bob is a great seller of ideas and he can get a dead person excited. He certainly got me excited. He said it was a small company, for the time being, and it's open to experimentation.

Jim called me up a couple of times, we got together a few times, he told me some of the ideas he had. I've always liked Jim's plotting concepts. I always liked his series for Marvel. *The Star Brand*. I liked the cleanness of the idea and the logic behind it. He thinks in not dissimilar ways from me—if you've got

a guy who can fly, that doesn't mean he'll strike a great pose when he does it... or that he knows how to get to Washington. He has to go up a certain amount and follow the roads, or he'll get lost. That's an original take on the very old concept of somebody flying.

We talked about the Solar origin story, which I found fresh and original, even given the fact that it's a bloody old character and a superhero. Here we have many masters of the art—and some less than masters—doing things that free themselves of the superhero concept, but this was a fresh look at the idea. Heaven knows you have to step away from superheroes., it's so trite and hackneyed.

Once we sorted out the process of making the story—since it was impossible for me to take on this 60-page story as a single project—making it six-page segments, we ran with it. I'm on chapter seven now.

WIZARD: Any plans for other Valiant projects?

WINDSOR-SMITH: A few, but nothing hard and fast right now.

Everybody's tumbling along at such a breakneck speed at Valiant. I was talking with Bob a few minutes ago and he's doing 15 things at once. I live 100 miles away from the offices. I don't get there enough. We keep talking about getting together and planning things—but we haven't done it yet.

X-FACTS ABOUT ART

Larry Stroman discusses comics, working methods, and writer-artists.

WIZARD: Where did you get your art training?

LARRY STROMAN: No place in particular. A little bit of here, there and everywhere. I took some courses at various schools and probably spent half my life hanging around various museums and libraries.

WIZARD: The first place I remember seeing your work was Alien Legion. What had you done before that?

STROMAN: I don't remember much of what I did before that. The very first thing I had published was a two-part World's Finest story—I don't even remember which issues—and then I did backups in American Flagg! That only lasted a few issues. Alien Legion came not too long after that.

WIZARD: Were you interest in comics as a kid, or is this a field you found your way into later on?

STROMAN: I had always been interest in comics, but I wasn't really able to afford them until I was around 12 years old. Before that, I would read the books my brother gave me or that friends would lend me. But I didn't really get into it until 12 or 13.

WIZARD: When you started aiming yourself at a career as an artist, was it with the goal of becoming a comics artist—or did you have other things in mind?

STROMAN: It was definitely to be a comics artist. I became sidetracked by a lot of other stuff-architecture, for one—and I eventually ended up making a living as a draftsman for a couple of years. Then I came to New York and did portraits for two years. Then I got into comics...almost by accident.

WIZARD: When you first get a plot or script from a writer, what's the first thing you do?

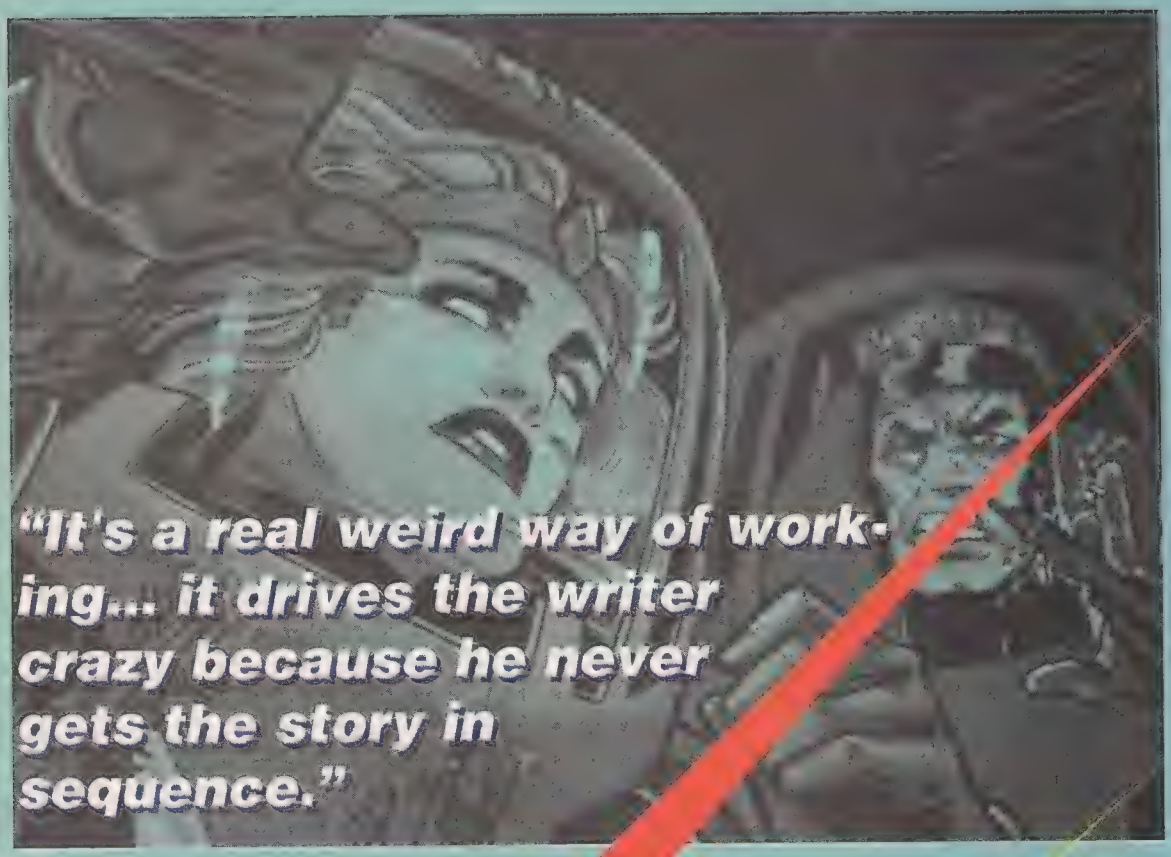
Artist Larry Stroman

STROMAN: Get the first page done. Then the last page. That's how I usually do it. Why I don't know—I think it's because nothing comes before the first page and nothing comes after the last one. It's always hard to finish the last couple of pages of a story. You've been working on it for a few weeks and when you get down to the last few pages, it's often a big struggle trying to finish those last pages. So, I've learned to get those done early...then fill in the in-between.

It's a real weird way of working...it drives editors crazy, it drives the writer crazy, because he never gets the story in sequence.

WIZARD: How do you deal with the packing of the story? Aren't you forcing yourself to make sure that everything comes out to where you began that final page?

STROMAN: I do thumbnails for the whole story first. A lot of people can just start on the first page, start drawing and come out right at the end, but that means you might be focusing on the stuff you like to draw and forcing the other stuff into too



tight a space.

WIZARD: How did it feel coming onto a book like X-Factor where the characters' visual appearance is pretty well established, not allowing you the chance to do a new "take" on the way they look?

STROMAN: That's what I did anyway. The reason this book was so attractive is that I could do that. They told me I was getting a group of characters that had been largely ignored in the past and gave me carte blanche on their costumes and appearances.

It's almost like starting a whole new book.

WIZARD: Do you prefer plot or full script?

STROMAN: Plot, definitely plot. It gives the artist a chance to do his own packing.

A lot of the time, when writers do full scripts, they don't consider that someone has to draw the image they've described...so you wind up with a lot more visual information than can comfortably fit in the pages allotted.

With a plot first, the artist can determine how many images you want on a page.

WIZARD: Several people have commented that, in the first few issues of the David/Stroman X-Factor, there has not been a whole lot of the typical Marvel slugfest action. Is that a problem for you as an artist—or do you enjoy working on this more relaxed level?

STROMAN: That was one of the most attractive things about the book, that it didn't start off as books normally do—with everybody fighting. We started with the new characters establishing themselves.

With most comics, you could go 6 to 12 issues before you have enough information about any of the characters to know who they are. X-Factor starts off with the information, then leads up to the fighting.

WIZARD: This is beginning to sound like you are an artist with some real thoughts about the kinds of stories that comics can tell. Do you have anything in particular that you would like to do as a story somewhere along the line?

STROMAN: Not necessarily. I've enjoyed a lot of

the stories I've been given so far. Working with the various writers has been good, because they all have different approaches to stories.

WIZARD: Have you any thoughts about writing yourself?

STROMAN: I've never really enjoyed writing. I may do it at some point...but I haven't seen too many examples of artists-turned-writers who really did very good writing anyway. I think you should focus on whatever it is you're good at. If you want to become a writer, you have to realize you're sacrificing something to do that additional work.

At the same time, the reason a lot of artists turn to writing is because they aren't satisfied with the stories they're getting from the writers. In that case, the writers should pay more attention to the work the artists put into the book.

WIZARD: Have you ever worked with a writer who supplied thumbnails of his own?

STROMAN: Mike Baron's the only one who's ever done that. It never made any difference to me...since I'm going to re-do it myself.

Different people work different ways; some like being given as much information as possible, others want a minimum of information to work with.

WIZARD: Looking at the range of characters and material being published in comics today, is there anything in particular you can point to and say, "I'd really like to do something like that"?

STROMAN: Eventually, I figure I'll do all the genres—I'm doing a science fiction book and a superhero book, now. What the next thing will be, I don't know. In the meantime, I just try to have fun—to learn and expand and get what I can out of every project.

I don't have any particular type of book I'd like to do.

WIZARD: Any colleagues whose work you particularly admire?

STROMAN: Javier Saltares—I not only admire him as an artist, but he's a good friend; Mark Texeria—who I think is doing a great job on Ghost Rider; Denys Cowan; and a friend who just recently got into comics, Chuck Frazier. Also Keith Williams, Jose Luis Garcia-Lopez, and lots of other people.

WIZARD: That's a fairly eclectic range of people.

STROMAN: Yeah—but that's my taste. People do find it unusual that I have never focussed on one particular artist. If you were to ask me the same question a year from now, you'd probably get a completely different answer. I went through my phases with all the various big-time artists in the business...now it's just whoever I think is doing good work right now.

WIZARD: When you're looking at an artist's work, what is it that strikes you? Is it the "surface" elements—the inking, the rendering —or is it the underlying draftsmanship and storytelling?

STROMAN: With each person it's different. Some people are good at design, some people are good at architecture, some people are good at character or costume design. Usually I admire a person for whatever his strong point is.

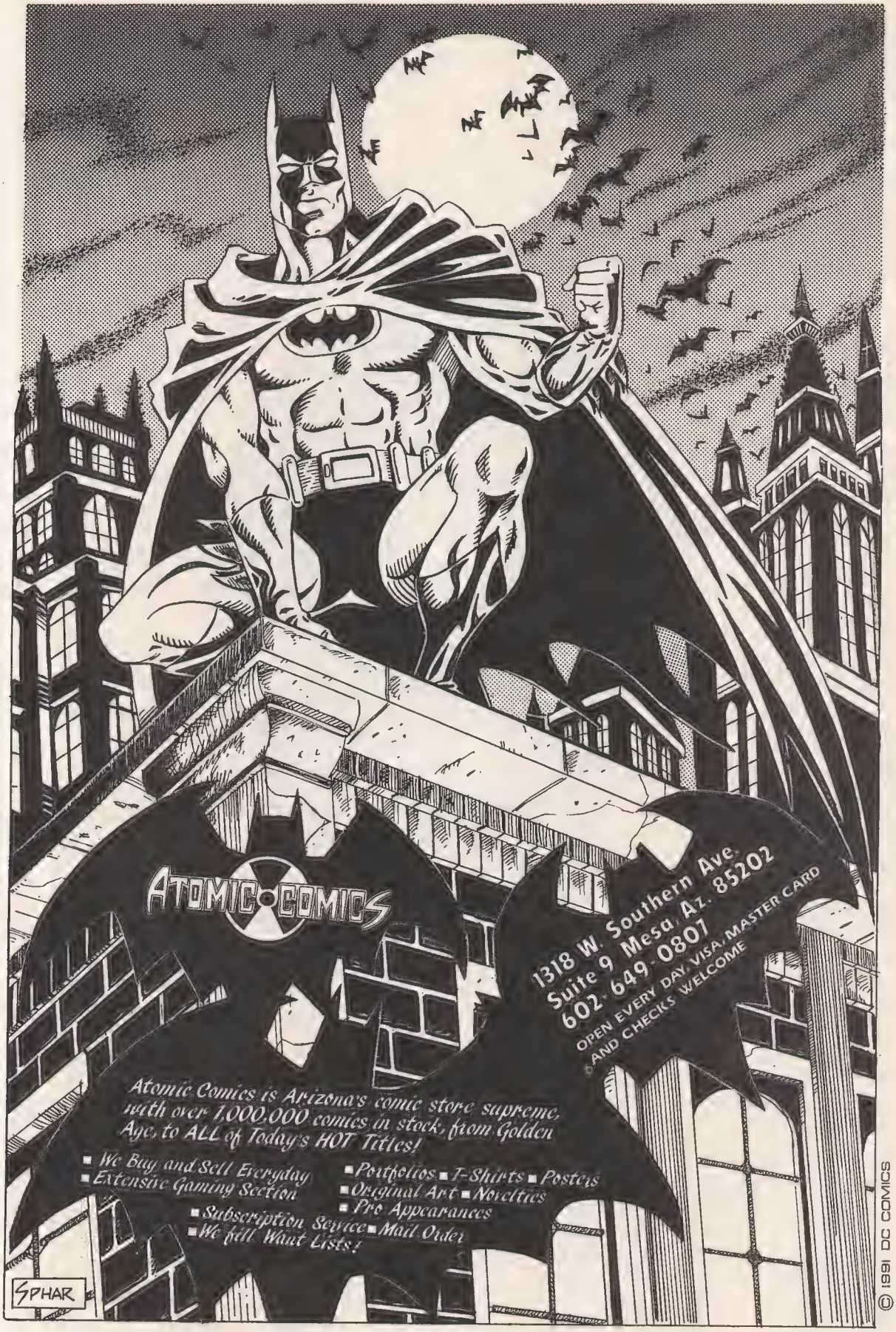
That's why I've never really had a favorite artist.

WIZARD: To close this out, where do you see yourself in five years? Where will Larry Stroman be in 1997?

STROMAN: I have no idea.

WIZARD: Where would Larry Stroman like to be in 1997?

STROMAN: I don't know. Hopefully, by that time, I'll have done my own comics, and been able to work with other writers whose work I admire. I just hope to continue to be a comics artist and better than I am now.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On The Road To Self-Publishing Success With Dave Sim, Creator of

CEREBUS

By Tom Palmer, Jr.

Dave Sim is one of a handful of self-publishers who have continually published their own work. While others of his kind have sought support from larger companies like Tundra, Sim has upheld his principles and his beliefs through dips in circulation and disputes with distributors and retailers. The one title that Sim publishes under his Aardvark-Vanaheim company is Cerebus, a black and white comic that is, in a sense, a serialization of a larger story. Every month, Sim publishes twenty pages of a projected 6000 page story that chronicles the life of a small, gray aardvark named Cerebus.

Cerebus began in late 1977, when Dave Sim, with the help of his then girlfriend and later ex-wife, Deni Loubert, decided to publish a comic for a few issues to gather material to show other companies. The book, at the time, was a parody of Conan, with Sim's art greatly influenced by the work of Barry Windsor-Smith. With its blend of humor and sword and sorcery, the comic caught on within a few issues. As the series progressed, Cerebus eventually moved away from its roots to tackle more serious subjects while retaining its sense of humor. Sim's art style began to evolve as well, due to his drawing on other artists for inspiration. By its twenty-sixth issue, the comic started a story of political power called High Society that would run until the fiftieth issue. This storyline, with its tightly woven plot, threads and political intrigue, marked a departure from the direct parody of the earlier issues.

After High Society, Sim began work on a sixty issue mammoth entitled Church and State, which included, among other things, Cerebus as Pope, Cerebus' marriage, and a trip to the moon. Jaka's Story, the next novel, was a conscious effort to avoid the complicated storylines of the previous novels in favor of a more character-orientated story. This held true for the following novel, Melmoth, which concerned the death of Sim's Oscar Wilde character. Last October, Sim began the current novel, Mothers and Daughters, returning to the involved plot twists of earlier issues.

The writing of the initial stories was in the normal comic book style, but Sim soon adopted a different approach to writing. Instead of summarizing events in expository captions, Sim opts to show what takes place over an extended period of time. For this reason, the length of stories in Cerebus is measured in years instead of months. Sim's unique method of telling stories places

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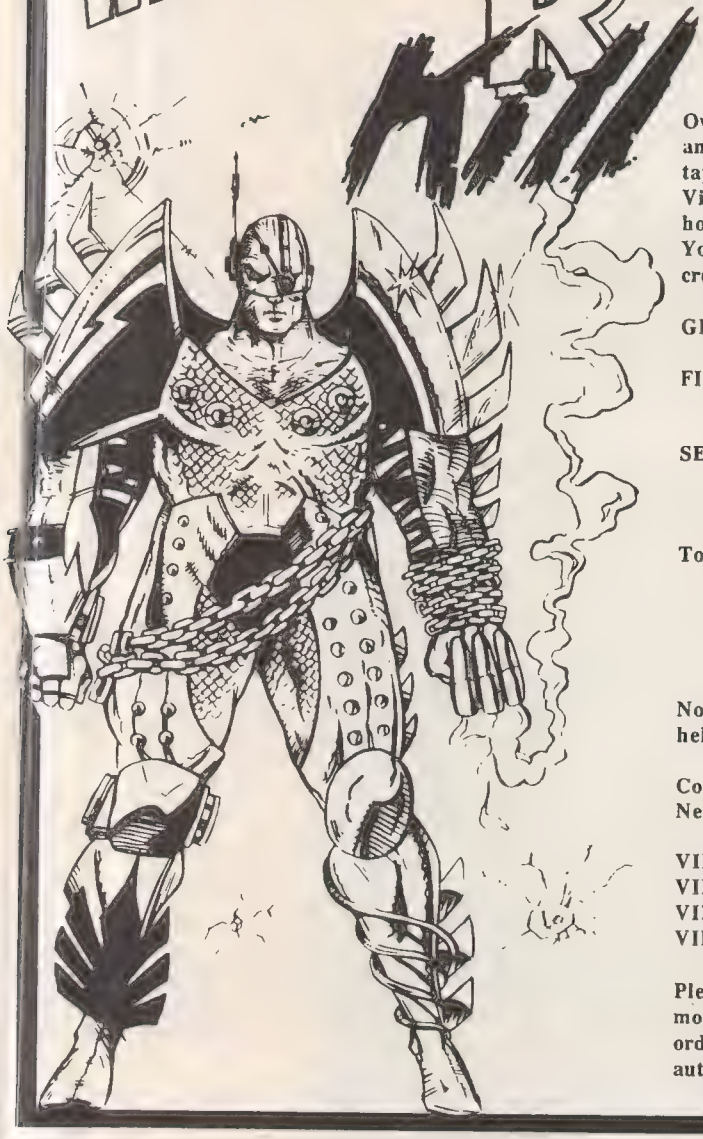
STAN LEE, ROB LIEFELD & TODD McFARLANE



Overkill is the creation of Stan Lee, Rob Liefeld and Todd McFarlane. He was "born" during the taping of the Overkill Video (from Stabur Home Video). The video is 100% art, and shows exactly how these mega-talents brought Overkill to life. You can win a lithograph signed by all three creators, or one of many other great prizes.

GRAND PRIZES: Signed Overkill Lithograph (5 avail.)
FIRST PRIZES: Comic Book Greats Lithograph signed by either Lee, Liefeld or McFarlane (random choice, 6 avail.)
SECOND PRIZES: Either the McFarlane or Liefeld Comic Book Greats Video (random choice, 10 avail.)

To enter send name and address to:
Overkill Giveaway
c/o New Graphics Express
P.O. Box 877-WO
Warrenton, VA 22186

No purchase is necessary to win, drawing will be held on or about March 31st by the Wizard staff.

Comic Book Greats videos are available from New Graphics Express at the above address:

VIDEO 1: McFarlane 19.95
VIDEO 2: Liefeld 19.95
VIDEO 3: Aragones 19.95
VIDEO 4: Overkill 15.95

Please include $3.25 for shipping. Pay by check, money order, Visa or Mastercard. Credit card orders call 1-800-999-1495.Placing an order will automatically enter you in the drawing.

Recommended Reading

Cerebus has been published monthly since 1977 and will continue until the 300th issue in 2004. The stories have been presented in a variety of formats.

The monthly comic: Recent issues are relatively easy to find, but early issues are both rare and expensive. If you are interested in the entire story, there are other means of obtaining all of the issues. In addition to the regular story, each new issue contains, on the average, ten pages of letters, and occasionally, a preview of work from other self-published artist. To help new readers and to refresh the minds of the regular readers, Sim recently published a special edition that recapped the first 150 issues in one comic. This should be available for free from your local dealer.

Bi-weekly reprints: Every other week, an older issue of Cerebus is reprinted. Currently, Sim is in the middle of reprinting the Church and State storyline. These reprints are affordable and contain the original covers and letters pages as well as excerpts from Sim's notebooks and Single Pages highlighting some of the best in small press comics. There are reprints available for the first two storylines as well.

Swords of Cerebus: Six volumes were published reprinting the first twenty-five issues. They are hard to find, but contain introductions by Sim as well as new covers and back-up features.

Reprint volumes: These phone-book sized graphic novels collect the entire storylines. To date, there are six volumes, each gathering the complete story from start to finish. The covers, letters pages, and in-between issues are not reprinted, making these books more cohesive. Sim plans to keep these books in print for the duration of the series and to add all of the remaining stories to the collection as they are completed.

Cerebus - reprints the first twenty five issues

High Society - reprints from issue 26 to issue 50

Church and State volume I - reprints the first half of the story, from issues 52 to 80

Church and State volume II - collects the second half of the story, from issues 81 to 111

Jaka's Story - reprints issues 114 to 136

Melmoth - collects issues 139 to 15-

Other self-published artists mentioned in this article:

Hepcats: published by Double Diamond Press

Tundra co-pulishes with a variety of self-published artists. These include:

From Hell and Big Numbers from Alan Moore's Mad Love Publishing

Taboo from Steve Bissette's Spiderbaby Grafix and Publications

The One, Bratpack, and other titles from Rich Vietch's King Hell Press

more importance on the facial expressions and body language of his characters. However, there is still a good deal of writing in each issue of Cerebus. There are occasional illustrated text pieces that are used to show different characters' viewpoints or to break the pattern of sometimes wordless pages.

With the emphasis on the interaction between characters, setting plays an important part in Cerebus. Helping Sim on the backgrounds is Gerhard, his collaborator on the regular comic since 1984. Unlike most background artists, Gerhard pencils and inks what he illustrates, ensuring that his backgrounds are accurate and highly detailed. To add to the realism of the surroundings in Cerebus, Gerhard draws up floorplans of the locations, and sometimes builds carboard models of the buildings in the book. These extremely accurate diagrams show the place of furniture and props and even indicate the location of the sun in relation to the building.

To celebrate the recent publication of the halfway point in

the halfway point in the 300 issue series, Sim is undertaking a tour of the United States. Beginning in January and apparently lasting throughout the year, the tour will include Sunday appearances in twenty-one different cities. At each stop, Sim promises to include many surprises aside from the usual signings, such as original artwork and special Cerebus merchandise.

When Cerebus began in 1977, at the start of the direct market, self-publishing was a favorable alternative to the larger companies. Today, as the marketplace is continually changing, there is more risk involved in publishing without the support of other companies. Today, as the marketplace is continually changing, there is more risk involved in publishing without the support of other companies. Aside from Cerebus, there are very few self-published comics that have survived for more than a few issues. Comics that are entirely self published, like Hepcats by Martin Wagner, barely survive because they depend on a core group of fans. Other more well-known artists like Alan Moore, Rick Veitch, and Steve Bissette have allowed their smaller companies to merge with larger ones such as Tundra. Needles to say, these comics need your support, otherwise the option to self-publish will no longer be viable to both new and already established artists.

X-MEN THE MOTION PICTURE

by Andy Mangels

Marvel's hottest mutants may finally be on their way to the big screen, but not without stumbling blocks. Carolco has optioned the rights to the *X-Men* and *Wolverine* for use in a feature film. James (*Terminator 2*) Cameron's Lightstorm Entertainment may produce the film, if Carolco survives its current money problems. If Carolco goes bankrupt, they may be absorbed by Cinergi, but *X-Men* co-creator Stan Lee says he'll have no problem finding the un-merry mutants another film home.

This film script for *Wolverine and the X-Men* was written by Gary Goldman, and turned in on June 18, 1991. Currently, developers are not happy with the script and are calling for a re-write. Whether or not Goldman will stay on the screenplay, or if any of his ideas are used, will be a topic for the future.

Pretty young Kitty Pryde has only just discovered her phasing power when she's recruited by Jean Grey and Charles Xavier to attend the Xavier School for Gifted Youngsters. There, she meets Scott Summers, Jason Wyngarde, and a mysterious hairy man called Wolverine. Seeing little bits of evidence something strange is going on, it isn't long before Kitty stumbles on the blue-furred Kurt Wagner and finds out what really goes on at the school.

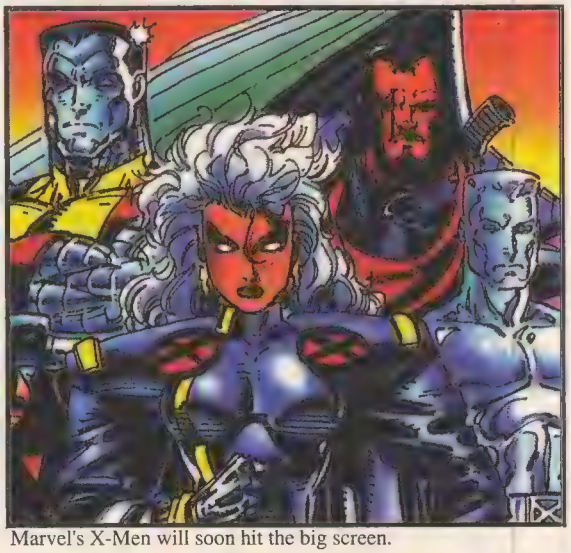
Though at first reluctant to work with Xavier and his mutants, Kitty wants to learn how to control her phasing powers, so she stays. In a practice session in the Danger Room, Kitty sees that there's some chemistry between Jean/Marvel Girl and Scott/Cyclops and learns that Jason Wyngarde/Master mind is not a tremendously nice individual.

She's not the only one who notices Jason's not cool. Wolverine and Professor X worry something may be wrong, but not before political orator Thomas Prince and his Citizen's Crusade blow into town to speak. Prince's words bespeak an Aryan attitude, urging the people that only the strong survive. At a pre-speech protest, Prince witnesses the covert actions of the X-Men against his Citizen bodyguards and the ultra-strong Atalanta, his black, female second-in-command. After the rally, Prince urges Xavier and the X-Men to join him; his political ambitions reach further than one might suspect. He and Atalanta are mutants as well! Xavier tells him no, but Jason Wyngarde seems interested.

That evening, Jason uses his powers to trick Jean into almost sleeping with him. Discovered and in trouble, he leaves the X-Men and goes to see Prince, owner of Prince Metalworks. As we now find out, Prince is a master of magnetism (though he's never called Magneto). Atalanta is a super-strong woman, able to bench-press tons and leap great distances. Using flattery, Prince is soon able to add Jason to his team.

The next day, utilizing Jason's powers, Prince makes it appear that Xavier and the X-Men destroy most of the churches in the (unnamed) city, proclaiming the rise of the Homo Superior...and of the X-Men! That night, the real X-Men are attacked on the street, and must battle for their lives against first real Citizens, and then Prince's Citizens and Atalanta.

After a protracted battle in the

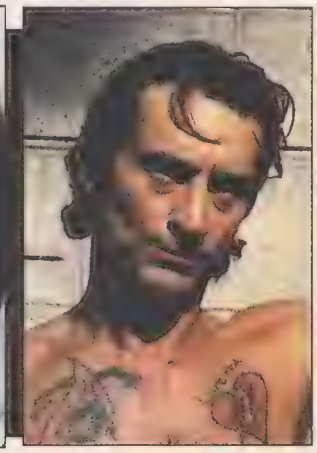


Marvel's X-Men will soon hit the big screen.

Are these the perfect people to play the X-Men? We think so. Now only if Marvel could afford them...

Arnold Schwarzenegger's got the look and the accent to play the perfect Colossus.

Who better to play Psylocke than Paulina, the hottest super-model in the world?



Not only is Robert DeNiro one of the best actors around, but he actually looks like Wolverine.

mansion, the X-Men are captured, except Wolverine (who gets away. Why don't they go after him?) and Kitty. Prince exposes the X-Men to the world in a news conference, while Wolverine and Kitty go off to get the Angel, an ex-X-Men member. He's not the Angel we know. Oh, he's Warren Worthington III, but he's got a wife, Amy, and a child, Gabriel. He's also had surgery to remove his wings. He's useless to them now (and useless to the script, completely. The scene just screams "Edit").

Nothing seems to help when Kitty and Wolverine break into Prince's compound. Kitty is captured and Wolverine is killed when Prince magnetically collapses his skeleton into itself. Soon, the X-Men are put on trial and found guilty of the murder of the people who died in the church raids. Jason intercepts on their behalf, sad over Wolverine's death (who was the only one with whom he got along). Prince puts them in a moral dilemma they can cause an innocent man's death or be killed. They make the right choice, inspiring Jason too late. Prince kills him.

On the day of the execution, Wolverine's healing power has finally done its work. He digs his way out of his grave, ready to fight. He heads to the execution grounds, the biggest media event since Liz Taylor's wedding. He must fight Atalanta to the death, blanking out the power and stopping the electrocution of the X-Men as he does so. He frees the X-Men, and together they expose Prince as a mutant before the press of the world. In a spectacular battle the X-Men fight off Prince, but it's going to be a battle to the death. Who dies? And how will the public react to the X-Men now?

It's easy to see why the *Wolverine and the X-Men* script didn't work for Carolco. It captures only traces of the verve that Claremont and Byrne's work on the title had. The character's are all little more than cyphers, and most of them use their powers poorly when needed.

Logic is also stretched incredibly. Kitty's decision to go to the school is not influenced by parents; they're mentioned once she's been sentenced, but never seen. There's no outcry when Prince's Citizens are beating protesters at the beginning. The trial of the X-Men and death-by-electrocution storyline is so silly and poorly conceived, a six-year-old could spot the legal problems.

The public's perception's of mutants is pretty radical, given that the story takes place across

weeks at the most. There's no hue and cry to study the mutants' powers by the government (which already knows about Wolverine, according to a quick origin recap) or scientists. In fact, because it's never demonstrated, there's no proof to the public that these really *are* mutants or that they *have* any powers.

Perhaps the best scene occurs when Xavier is counselled by his lawyer about the fallibility of the "mutant defense" in court. "I didn't do it, your honor. There was an evil mutant who made the witness think it was me", he chides Xavier. This scene shows how ridiculous the total suspension of belief this script requires is.

Wolverine and the X-Men would be best served exploring more of the characters in either a less-public situation, or in a very public situation. As it is, Goldman tries to establish too much in the script—not only each of the characters, but the presence of mutants in general. Much better to show a world in which the presence of mutants in a known quantity, thus leading to either celebrity status, bigotry, or both. A moviegoing public which gives homage to such celebrity freaks as Michael Jackson yet reviles their neighbors who may be too "different" (in race, sexual orientation, or handicap) would be just the audience for an *X-Men* movie which incorporated those themes.

Hope you enjoyed this column. In a future column, I'd like to answer your questions about super-hero movies and TV shows, both from the past, present and future. Write in and ask something, and I'll do my best to answer it.

Next month we'll take a look at what those pesky Aliens are up to as we take a look at several different scripts for *Aliens III*. We'll see you then, right here at *Hollywood Heroes!*

A scene from the X-Men pilot, *Pryde of the X-Men*.

X-Men in the past

Though they've only enjoyed one half-hour pilot, the Uncanny X-Men have been all over the small screen since their introduction into comics. Here is a listing of *X-Men* appearances on television.

Marvel Super-Heroes: Sub-Mariner (1965) "Dr. Doom's Day" was a three-part episode adapted from *Fantastic Four #6* and *FF Annual #3*. The animators, Grantray-Lawrence, could not use the Fantastic Four as they had their own cartoon series at the time, so they substituted the fairly new characters of the X-Men in their place. This cartoon is available on the *Marvel Comics: Sub-Mariner* tape from Best Film & Video, at video and convenience stores near you.

The New Fantastic Four (1978) In "The Menace of Magneto", the Fantastic Four fight against the master of magnetism.

Spider-Man and His Amazing Friends (1981-83) Though Iceman was in every episode, so was Firestar (later integrated into the Marvel Universe in *New Mutants* and now *New Warriors*), many episodes guest-starred the X-Men. Among them were:
"Sunfire" (#4), Sunfire joins the heroes against his evil uncle.
"Prison Plot" (#8), as Magneto gains control of New York.
"Origin of the Iceman" (#16), as Iceman trains with the X-Men in the early days of the team.
"A Firestar is Born" (#18), as Firestar goes to an X-Men Reunion and reveals how she first met and joined the team.
"The X-Men Adventure" (#30), in which the Spider-Friends and the X-Men must join together to defeat a cyborg who's gained control of the mansion.

Spider-Man (1981) Spidey fights solo against the X-Men's favorite villain in "When Magneto Speaks, People Listen".

X-Factor Promotional Video (1987) This 20-minute video by Marvel pre-dated the *X-Factor* series and was only seen in comic stores and at conventions. It featured interviews with Bob Layton, Jackson Guice, Jim Shooter, Mike Carlin, and others, about the upcoming series and the "mysterious" female member.

The Uncanny X-Man (1989) This half hour pilot, "Pryde of the X-Men", was produced by Marvel Productions in the hopes of selling a series. It didn't sell, and the cartoon went on the shelf. It was shown as part of the *Marvel Universe* syndicated show, and released on video in 1990.

X-Men Action Figure Commercial (1991)

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Bubblegum Crisis 4	$34.95
Bubblegum Crisis 5	$34.95
Bubblegum Crisis 6	$34.95
Bubblegum Crisis 7	$34.95
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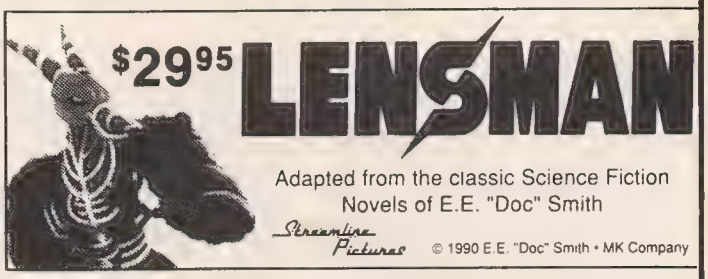

TITLE	RETAIL
Robotech Next Generation (Vol 1-7)	$29.95/ea
Robotech Next Generation (Vol 8)	$39.95/ea
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The Castle of Cagiostro	$29.95/ea
Manie Manie	$29.95/ea
Robotech 2: The Sentinels	$29.95/ea
Galactic Patrol	$29.95/ea
Golgo-13	$29.95/ea
Gigantor (Vol 1 & 2)	$19.95/ea
Astroboy (Vol 1-4)	$24.95/ea
Macross: Clash of the Bionoids	$14.95/ea
Defenders of the Vortex	$14.95/ea
Vengeance of the Space Pirates	$14.95/ea
Battle for Moon Station Dallos	$14.95/ea
Revenge of the Ninja Warrior	$14.95/ea
Space Firebird	$14.95/ea
Locke the Super Power	$14.95/ea
Space Warriors	$14.95/ea
Techno Police	$14.95/ea
SPEED RACER:	
Gang Assassins	$14.98/ea
The Car Destroyer	$12.98/ea
The Race for Life	$12.98/ea
The Man Behind the Mask	$12.98/ea
Motorcycle Apaches	$12.98/ea
The Car in the Sky	$12.98/ea
Race for Revenge	$14.98/ea
Challenge of the Masked Racer	$14.98/ea
The Great Car Wrestling Match	$12.98/ea
The Trick Race	$12.98/ea
Car With a Brain	$12.98/ea
The Desperate Racer	$12.98/ea
Supersonic Racer	$12.98/ea

In today's comic book market, grade is one of the most important factors that influences the value of a comic book. There are many grades that fall between the ones listed below; however, the grades presented here are the ones with the most noticeable signs of

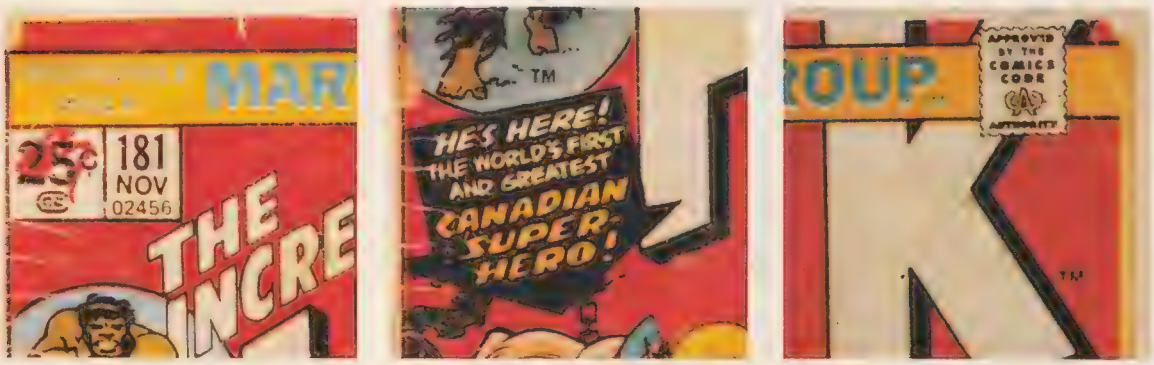
MINT: By definition, a mint comic book should appear as if it just came off the press, flawless. There should be no signs of wear inside or outside of the issue. The cover should be centered, spine should be very tight (no creases), and all corners should be sharp. The pages inside should not show any signs of aging. A MINT comic book could be worth upto 200% of the NEAR MINT value. This all depends on the scarcity and desireability of the specific comic in high grade. Most newer (70's to present) issues in Mint condition are usually valued upto 120% of NEAR MINT.

NEAR MINT: A comic book in this grade is very close to MINT. Usually, there is only one small imperfection that will keep this book from being MINT. One of these flaws may be, a cover that is slightly off center, one corner may be slightly rounded, or the spine is very tight with one tiny crease. The pages inside should show almost no signs of aging or wear, with a bright and glossy cover. The comic books listed in this guide are valued at NEAR MINT prices.

VERY FINE: A comic book in this condition will show some minor signs of aging and wear. The spine will have few slight creases, the corners might not all be sharp, and the color may have lost a little luster. There should be no folds, cuts, or markings in any way, on any of the pages. The comics in this grade are valued at 50% to 70% of the NEAR MINT value, again depending on the scarcity and demand for the specific issue.

changes in condition. Grading comics vary from person to person depending on how much they regard certain flaws or imperfections. This guide will serve to help you in the process of grading your comics.

FINE: This comic book is a good example of a well read comic. The cover may show some minor flaking, the spine shows noticeable signs of wear, pages have slightly discolored - showing signs of age, and the corners are rounded. An issue in this condition may have a slightly loose cover, especially around the staples. Although there are still no pages with cuts, folds, or missing totally. A FINE comic book will usually be valued at 30% to 50% of the NEAR MINT value.



GOOD/VERY GOOD: Comics in this range will have very noticeable signs of aging and wear. There will be spine creases, rounded corners, very minor cuts or tears, minor marks (writing), and faded colors. There shouldn't be any chunks missing. This is a very common grade for older comics. Comics in GOOD/VERY GOOD condition are valued from 10% to 30% of the NEAR MINT values.

POOR: A comic book in this condition has many defects. Some possible flaws include ripped pages, a bent spine, a small chunk missing, large creases, and very discolored or faded pages. Any comic with unnatural defects are usually considered POOR. Examples include water damage, rusty staples, tape marks, cut out coupons, missing complete pages, writing marks, or stains. A POOR comic is worth less than 10% of the NEAR MINT value.

Breakin'

A Career In Comics:

Crazy Dream or Sick Obsession?

By Nat Gertler

Let's say that you like comic books (not a

wild supposition, considering that you just plunked down $2.95 for a magazine about comics). You enjoy reading them, collecting them, and even enjoy the blotches of ink that stay on your fingers after a long reading schedule. At some point, you may realize "Hey, people make a living off of producing these things! Could I"?

Maybe you could. Hundreds do. But that doesn't mean you should. Breaking into comics is very difficult, and even after you establish yourself, it is a rough business. You can be hotter than the Ghost Rider one year, and then a few years later find getting work as tough as Superman juggling Kryptonite. To make a living, you have to put up with long hours, difficult assignments, unreasonable collaborators, poor benefits, tight deadlines, and working at home, alone.

(As I am writing this article, I just got a call from a publisher who is cancelling a line of comics that I've been working on. Instantly, my income is cut in half. Tough field.)

If you really want to work in comics, there are many careers other than those on the creative end. Far more people work selling comics, distributing comics, or being accountants, marketing specialists, or secretaries for the publishers than write and draw the books.

a publisher... is cancelling a line of comics that I've been working on. Instantly, my income is cut in half. *Tough field.*

Have I scared you off yet? No? Good. If you get discouraged that easily, you'll never make it in comics. For some it's better to be scared off early, rather than facing all of the frustrations to come.

You have to have the resolve to succeed. Once you have that, you have to make the effort to break in. There are standard steps towards breaking into comics.

TIP # 1

1.Learn your skill;

This involves a lot more than just looking at comic books and copying what you see there. Writers should take English classes, writing classes, study literature, and study life. Artists (including not only pencilers, but also inkers, letterers and colorists) need art training, beyond the high-school level. There are a

Far more people work selling comics, distributing comics, or being accountants, marketing specialists, or secretaries for the publishers than write and draw the books.

plethora of art schools out there, including ones that have programs aimed at the comic-book artist.

As with anything else, experience is the best teacher, so in addition to your classes, you have to practice, practice, practice!

TIP # 2

2. Learn the other skill;

A writer has to have an artistic sense. He has to be able to describe effective visual images to the artist. He has to know that you can't fit a dozen panels with 10 characters and five word balloons onto a single page. He has to be able to pace stories visually, cinematically. At times, the comic-book writer will be called on to actually lay out some of the comic books he writes, doing very simple sketches of every page, every panel. He doesn't need to be able to draw like an artist, but he has to think like one.

The penciler, on the other hand, has to be able to do more than just draw pretty pictures. He has to be able to tell a story with those pictures, to convey story information, to understand what the writer is trying to do and use the art to enhance that story.

If you can both write and draw well, you have an advantage. There is a lot of opportunity out there for the next Frank Miller or Paul Chadwick. (Unfortunately, the popularity of writer/artists has reach the point where artists with little writing ability get to write their own work, turning out comics that are pretty but don't do a good job of telling an interesting story).

TIP # 3

3. Make some samples;

You need something that you can show editors to indicate the quality of your work. Writers should have comics plots and sample pages of comics scripts. Do not include prose short stories, poems, or other things that are not comics.

Similarly, artists should be able to show pages of comic-book stories. Samples of pin-up art won't impress an editor. The pages should include

The penciler... has to be able to do more than just draw pretty pictures. He has to be able to tell a story with those pictures...

not just fight scenes, but scenes of people wailing and talking, establishing shots, and anything else that a comic book is likely to need. inkers should have samples of work they've inked, with photocopies of the un-inked pencils. Letterers should have lettering samples, and colorists coloring samples.

You should find a partner with whom you can create fan-zines, cheap pre-professional comics. This gives the writer and artist usable samples, while helping them polish their craft. They can also be a lot of fun, and occasionally even profitable.

TIP # 4

4. Sell yourself;

Once you have your samples, you have to show them to editors, to get them interested in you. Artists have an easier time of this than writers do, as an artist can easily show his work to editors at conventions. An artist's contribution is much easier to judge quickly.

Writers submit story proposals to the editors, aimed at specific books. They can also propose a new series, although this works better with smaller companies than with the larger ones. These are best submitted through the mail, as editors just don't have the time at conventions to read proposals. However, it is still a good idea for writers to make themselves known to editors at conventions.

These are the textbook ways of making your first sale, and frankly, the first sale actually rarely comes quite this way. There is usually some special variation or unique circumstance that gives a creator his first break. However, these usually happen while you're working hard on the standard route, as an unexpected side effect of that effort. Be prepared to take advantage of the unexpected opportunity.

So, if you really feel the need to work in comics, good luck—and get to work!

Nat Gertler first broke into the comics field three years ago, and has since written comics for a half dozen different publishers.

FIRST CLASS COVER: TONY CORSO

YARDLEY, PA

Wizard Cover Art Contest Winners!

AMAZING FUTURE ARTISTS

In Wizard #4, we ran a contest to "Draw Your Own Wizard Cover". Needless to say, the response has been tremendous. Because of all your cooperation, we will make this feature a regular in every issue of Wizard from now on. If you don't see your cover appear this issue, that doesn't mean it won't appear in a future issue. Here, we have shown a nice array spanning all the ages. We truly appreciate all the time you spent. So stay tuned, you might be next.

LEWIS JAMES
BROOKLYN, NY

MIKE LEONARD
RIVER FALLS, WI

CHRIS BENDT

AUBURN, WA

MIGUEL QUINONES

AMSTERDAM, NY

DWIGHT DUFRENE

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CHRIS BESAW

PORT ORANGE, FL

TOM ARATO

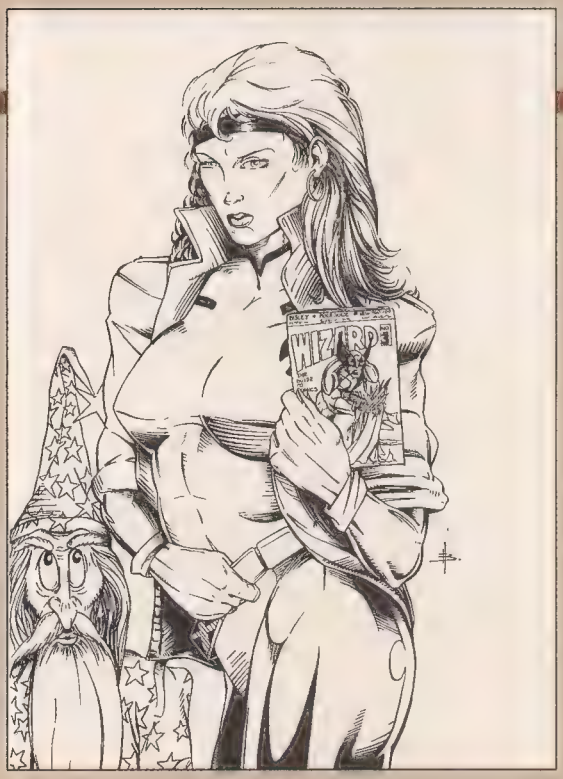
SYOSSET, NY

TOM LI

NEW YORK, NY

BOBBY RAE

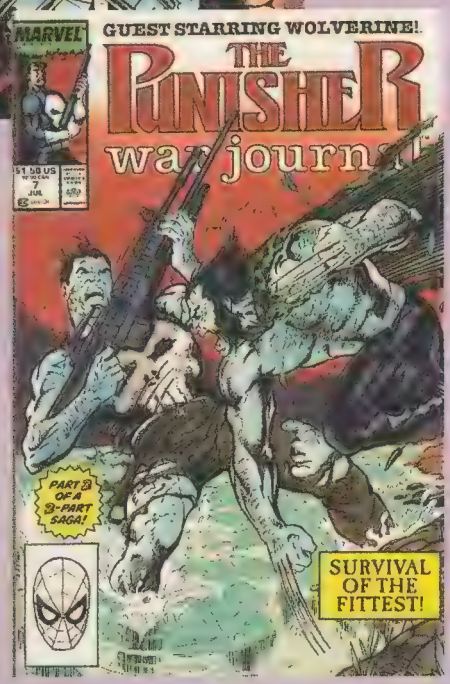
WOBURN, MA



HECTOR HERNANDEZ

NEW YORK, NY

WIZARD CONTEST



Grand Prize:

One autographed set of *Punisher War Journal #6* and *#7* autographed by Jim Lee with a Wizard Seal of Authenticity.

First Prizes (2):

A set of *X-Men #1* (A-E), First printing

Second Prizes (5):

A copy of the Limited Edition Wizard #1 comic con version.

Third Prizes (10):

A copy of "The Jungle Adventure" reprinting *Punisher War Journal #6* and *#7*.

Wizzers from Issue #4

Congratulations to the lucky winners in the *Punisher #10* Contest!

Grand Prize:
Alberto Caiche-NY

First Prize:
Chad Hay - OR; Randy Wilson - NY

Second Prize:
James Price - TX; Tony Moore - CA; Anthony Andrini - CA; Freddy Gasior - NY; Nick Marquez - WA

№ 7

1. Wolverine, Shadowcat, Cannonball are all:

2. _____ and Dragons:

3. Spider-Man first appeared in Amazing:

4. Punisher's pal:

5. _____ on infinite earths:

6. Spirit of Vengeance:

7. America, Atom and Marvel are all:

8. His empire fell in *Daredevil #300*:

Enter Now To Win!

Official 1992 WIZARD Contest #7 Entry Form

YES, enter me in the 1992 Wizard "War Journal Code" contest for a chance to win an autographed set of *Punisher War Journal #6-7* by Jim Lee.

Name

Phone #

Home Address

City State Zip

Store Name

Address

War Journal Code:

Wizard Clue: Wolvie and Punisher are both this.

CONTEST RULES

Answer the questions in the boxes supplied. In each answer you will find a circled letter. After you have completed all the questions, the circled letters from the answers, when unscrambled, will form the Contest Code Word. Write this word on the official or copy of the official entry form supplied below.

No purchase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families, and the Kingpin.

Print your name, address, city, state, zip code, telephone number with area code, and the name of the store where you purchase your comics, and the Fantastic Code on an "Official Entry Form" or a standard postcard. Enter as many times as you like. Mail each entry individually to "War Journal Code," P.O. Box 648, Nanuet, NY 10954-0648. No mechanical reproductions will be accepted. All entries become property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the name of the prize winners and are not transferable. Only one prize winner per household. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purpose and rules hereof.

All entries must be postmarked by March 31, 1992 and received at contest headquarters by April 1, 1992. Wizard Press is not responsible for lost, late, misdirected or mutilated entries.

Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winners will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on April 3, 1992 by Wizard Press. One (1) grand prize- set of Jim Lee Autographed *Punisher War Journal #6* and *#7*. Two (2) first prizes- set of X-Men #1 (A-E). Five (5) second prizes- one copy of Wizard: The Guide to Comics #1 (limited San Diego Comic Con edition). Ten (10) third prizes- one copy of *The Jungle Adventure*.

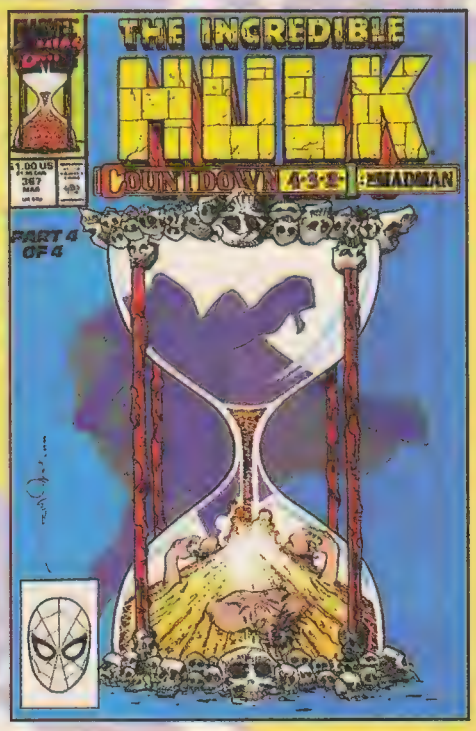
For a list of winners, which will be available after May 1, 1992, send a stamped, self-addressed envelope to "Punisher War Journal Contest Winners," P.O. Box 648, Nanuet, NY 10954-0648.

Send To:
War Journal Code
P.O.BOX 648
NANUET, NY 10954-0648

WIZARD

THE INCREDIBLE HULK #367

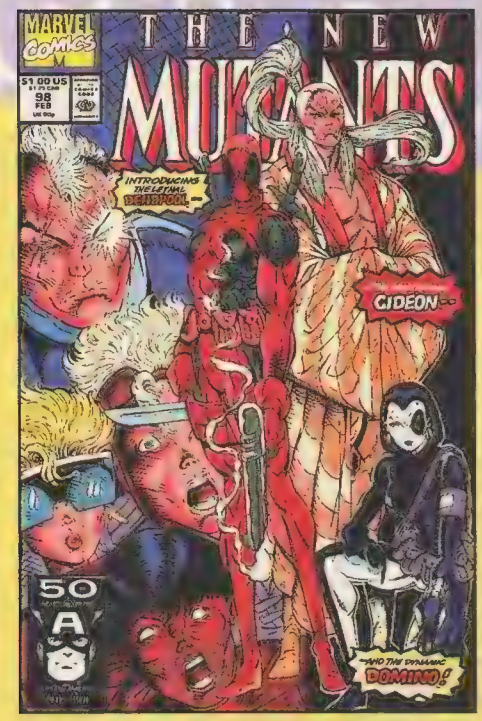
Artist: Dale Keown
Writer: Peter David
Publisher: Marvel
Release Date: March 1990



Hulk #369 also proves to be a major issue, as Dale's debut as the regular artist. Don't say we didn't warn you: Keown is hot!

Another Hulk in the Comic Watch? Yup. This time around it's the first issue done by the current ultra hot Hulk artist, Dale Keown. Back in the days when we was "Dale Unknown," he premiered in the final chapter of the "Countdown" storyline (which, by the way, happens to be very cool). Now, enjoying rave reviews as regular artist, Dale is fast on his way to becoming a major name in this industry. So, if your mad that your always missing out on McFarlane's first Spidey, Liefelds first New Mutants, or whatever, don't miss out on what's sure to be an important issue in years to come. Now if we could only get Dale to do a cover for us...

COMIC WATCH



THE NEW MUTANTS #98

Artist: Rob Liefeld
Writer: Rob Liefeld & Fabian Nicieza
Publisher: Marvel
Release Date: February 1991

He's a lean, mean butt kicking machine! Who, you ask? Why, Deadpool, of course. In issue #98, Liefeld introduced three new characters: Domino, Gideon and Deadpool. Domino was supposed to be the most important, since she now co-leads X-Force. Gideon was next in line of importance, since he will now play a major role in the lives of Cable's mutant team. Then came Deadpool, just the antagonist for that issue. Well, he turned out to be a whole lot more. Fans can't get enough of this wise-ass bad boy, and with other super-villain first appearances going up in value (Sabretooth, Venom, etc), New Mutants #98 is one hot ticket.

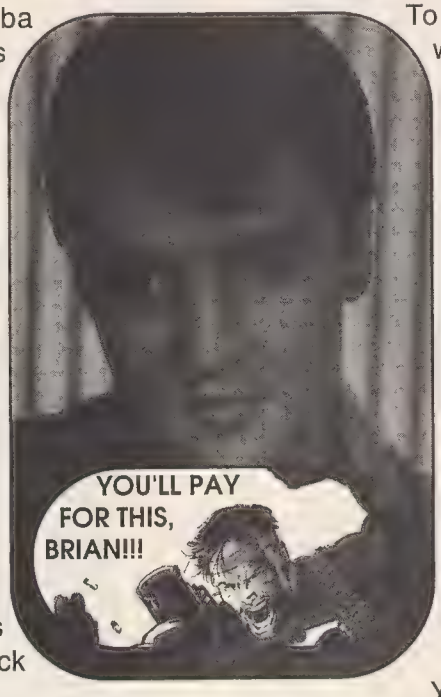
Expect Deadpool to climb even higher in the popularity polls as big plans are in store for this fan favorite.

TOYING AROUND

WITH BRIAN CUNNINGHAM

Howdy! Welcome to the sixth installment of Toying Around (yeah, I know it's issue #7, but I kinda got a late start with #2). This month, I'm gonna talk about - ta daaah! - Mail Away Figures. It's a neat idea and it should be addressed in some manner.

The first mail away figure I can remember was Kenner's Boba Fett from the Empire Strikes Back collection. He was an amazing looking figure, but had one teeny little drawback - kids were choking on the removable missile from his backpack. Kenner said, "uh...oops?" and created the figure with a one-piece missile/ backpack. Unfortunately, I was one of the kids who got stuck with the lamer looking one-piece backpack. Wanna know why? I didn't have any proofs-of-purchase because my parents got my Star Wars figures in bulk from a Sears catalog (I tell ya, I had no luck as a kid).



With my next venture into the world of mail away figures, I capitalized on my previous error. I was in my G.I. Joe phase and I saved every single proof-of-purchase there was, and I ordered Cobra Commander! And man-o-man, was he worth it. I still considered him the best looking (and that might explain why my bad guys always won).

Kenner continued their send-away venue with Boussk, the bounty hunter from the ESB collection, and then tried it with their Super Powers collection. Clark Kent was only made for the mail away offer; Steppenwolf was made for both the mail away and on the open market.

This brings us to the recent Toy Biz mail away stab with the Super Size Punisher. To say this figure looks bad would be lying. It looks hideous. The Punisher is horribly out of proportion and he bares an uncanny resemblance to Elvis. Also, one eye is squinting, giving the impression that Punisher knows something that you don't. Well, there's one thing that I do know - he looks silly. On top of all this, he doesn't even come with a gun! I guess his hands are shaped to hold a microphone so he can start singing "Hound Dog." My suggestion? Dont send for him unless you really want him.

Yes, the contest from last issue is still on! Hopefully, I'll have the results next issue. Which character should get their own action figure? It's a race between two popular characters (no - I'm not tellin' who!). It would have been three, but Robin is getting his own figure (but not in the way you expect). So write this instant and cast your vote(s): Who do you want to see made into an Action Figure?

Tell me....

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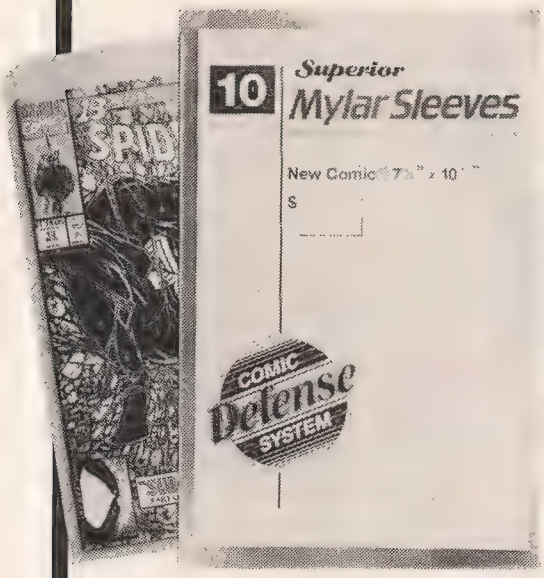

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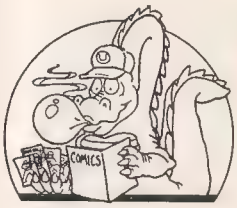

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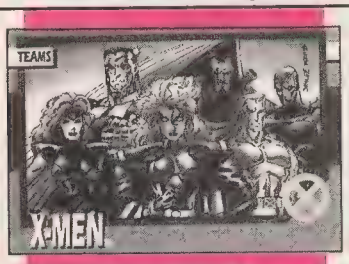
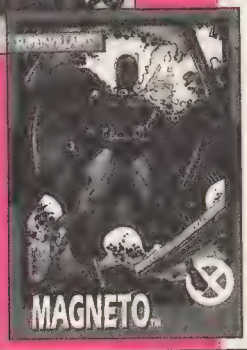
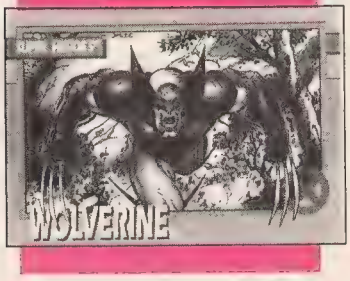
THE WIZARD OF CARDS

By Stephen Shamus

Jim Lee's X-Men Cards Here's a sneak peek:







Over the last 2 years there has been a very large interest in holograms. Every company issues them in a different way, but very few have found the correct way. It started in 1989 when Upper Deck released team holograms with its baseball issue. They were a failure with no collector value at all. In 1990, Upper Deck did the same with its baseball issue, but they changed their ways with their hockey issue. They issued 6 different holograms with their hockey cards of Steve Yzerman, Wayne Gretzky, Brett Hull, etc. They looked nothing like the players and were horrible. The distribution was also terrible as people were getting too many per box.

In 1990, Upper Deck made Looney Toons holograms which were very popular amongst collectors. Over-production again killed the prices on these wonderful items. In 1991, Upper Deck again made holograms. This time for baseball, football, basketball and hockey players. The baseball ones were released as part of a Denny's promotion. The cards don't have too much value on the secondary market, though. There was also a Hank Aaron hologram in the Hi-Foil, but too many were printed. The football, basketball and hockey holograms were released in foil packs. These are really nice; however, there are too many randomly inserted into the packs to have any real value in years to come.

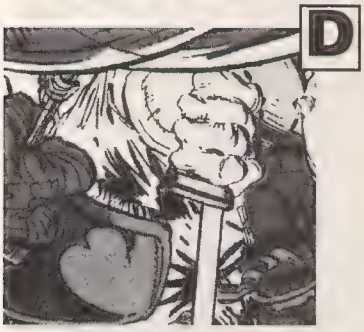
Impel seems to have done it the right way with the Marvel cards. They put anywhere from 1-3 holograms per box. This is what made the cards collectible in the first place. Why did they change their great marketing idea when it came to the Disney cards, Minnie 'n me, Star Trek, and G.I. Joe cards? The Disney ones were too hard to find, so people stopped buying the packs. There has to be at least one hologram per box. Where did the holograms go in the Minnie and G.I. Joe sets? That's why no one bought the sets. The Star Trek holograms gave people the same problem that the Disney ones did. They were impossible to find. People gave up after a few boxes. Holograms are popular, but they must be distributed properly. Not too many per box, but not too little either.

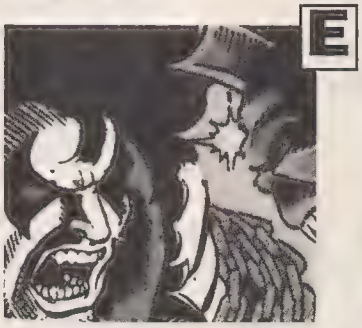
COVER SHOTS

Answers on Page 141

HOW WELL DO YOU REMEMBER YOUR COVERS?

Below, you will find six pieces from covers published over the last year. Can you tell what covers they are from?





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WIZARD WORD SEARCH

Answers on page 141

How good are you eyes? Try to find all of the following words that are hidden in the Wizard puzzle. After you find all the words, all the unused letters will form a code. Try to break it! The words appear horizontal, vertical, diagnal, backwards, and every other combination. Good Luck!

Longshot
Wolverine
Archangel
Magnus
Red Raven
Wolfsbane
Judge Dredd
Sauron
Wizard
Ghost Rider
Concrete
X-Man
Transformers
G.I. Joe
Bishop
Machine Man
Pyro
Toad
Blob
Rai
Cable
Solar
Hulk

Storm
Lobo
Nova
L-Ron
Gambit
Cloak
Venom
Robin
Hawk
Dove
Mojo
Havok
Guido
Lockheed
Blackbird
Redwing
Sentinel
Red Wolf
American Eagle
Timber Wolf
Lar Gand
Spider-Man
Mary Jane

Electro
Harbinger
Iron Man
Wonder Woman
Thor
Odin
Loki
Groo
Ron Lim
Dragon Lance
Spell Jammer
Terminator
Predator
Darth Vader
Storm Trooper
Han Solo
Jawa
Red Sonja
Death Star
Kirk
Spock

```
LRONAJNOSDERKWAHSPIDERMANAKI
SKDBHISPELLJAMMERORYPALGROOA
OAREOAOTSNAMNORIVLETCHICVDER
RWUIELRTOCENABSFLOWHIKHAIZTO
AOGRKHOBLRLKLUHERSIDOAHUIEEB
DTHAORKLIAMODINECNALNOGARDTI
AOOTMNVCGNRTAIETEACGNMTMHEEN
RHESWBANOSGGRKIMZHEAOAIOWSRE
TSOHRNIFDLUEAOABTLINBNMJIECV
HGJTEWLTLOVNRNOVAOEVALBOZNNA
VNIADOESOLARGLDPNVATPREDATOR
AOGEWTHPOHSIBAEAEVODWIRZRICD
DLRDAJAWARDLNAMOWREDNOWODNVE
ELECTROVRILDOXEREDIRTSOHGETR
RRHEWJUDGEDREDDDRIBKCALBILZI
RONLIMARYJANEARDSREMROFSNART
```

WORD JUMBLE

Answers on page 141

Do you know your stuff? I mean really know your stuff? The below jumbles, when properly scrambled, form comic related words. Example: RODDOM

D R D O O M

1) TEELUBEBLE
_ _ _ _ _ _ _ _ _ _

2) MAPSUNER
_ _ _ _ _ _ _ _

3) RATKREST
_ _ _ _ _ _ _ _

4) HOWTADSAC
_ _ _ _ _ _ _ _ _

5) RIPEMOISTPUM
_ _ _ _ _ _ _ _ _ _ _

6) MEGODEAR
_ _ _ _ _ _ _ _

7) RAWHWKLDO
_ _ _ _ _ _ _ _ _

8) CANELARMF
_ _ _ _ _ _ _ _ _

9) ROMHIPCIC
_ _ _ _ _ _ _ _ _

10) LICEGUSTJUEEA
_ _ _ _ _ _ _ _ _ _ _ _ _

11) RANHADOJL
_ _ _ _ _ _ _ _ _

12) MOTCE
_ _ _ _ _

13) RAMVEL
_ _ _ _ _ _

14) POTRYNK
_ _ _ _ _ _ _

15) LIVERADED
_ _ _ _ _ _ _ _ _

16) GINTREA
_ _ _ _ _ _ _

17) BUSIROM
_ _ _ _ _ _ _

18) BOOL
_ _ _ _

19) ANTTINSEW
_ _ _ _ _ _ _ _ _

20) RALSO
_ _ _ _ _

Comic Book Intelligence Quotient

Do you know comics? I mean really know comics? Match your wits against Poof The Wizard, and let's see how good you really are...

How well do you fare?

Answers on page 140

#Correct	Rank
0-6	Beat it
7-12	So-So
13-18	Hmm. Not Bad
19-24	Wizard Apprentice
25-29	Wizard
30	All Mighty & Knowing Lord of the Wizards

1) The reason Galactus imprisoned the Silver Surfer on Earth was:
A) He showed emotion by falling in love with Frankie Raye (Nova).
B) He used the Infinity Gems to stop Galactus from devouring the Earth.
C) He helped the Fantastic Four drive Galactus away from Earth.
D) He alerted the Fantastic Four of Galactus' approach.

2) When Solar, Man of the Atom first contacted the aliens which were orbiting Saturn, he...
A) wet his pants
B) made jokes
C) contacted Rai, Robot Fighter
D) turned invisible and observed them

3) What group of Super Villains destroyed the world that Blue Jay and Silver Sorceress came from?
A) Extremists
B) Secret Society of Super Villains
C) The Rogues Gallery
D) The Injustice League

4) Predators hunt humans because...
A) they love the taste of human flesh
B) they deem us unfit to live
C) we make good sport
D) they sell us as slaves on their home planet

5) Magnus, Robot Fighter has a device implanted in his body which allows him to...
A) turn his body as hard as steel
B) become as tall as Jim Shooter
C) wait a minute, that's impossible. Noones as tall as Shooter
D) listen in on all robot transmissions

6) Played Capt. America in the live action movie?
A) Matt Dillon
B) Matt Salinger
C) Frank Burns
D) Gareb Shamus

7) If the Invisible Woman turned a light bulb invisible, the room would...
A) go dark
B) stay lit
C) thinking about these deep philosophical questions gives me a headache.
D) yes

8) Sandman is the:
A) master of dreams
B) master of nightmares
C) master of fate
D) master of dairy products

9) In Gotham By Gaslight, Batman fought:
A) the Scarecrow
B) Jack the Ripper
C) Judge Dredd
D) the Headless Horseman

10) The X-Man Gambit has the power to...
A) steal women's hearts
B) really get Wolverine p-o'ed
C) explosively charge things
D) all of the above

11) Who was on the cover to Wizard #3?
A) Spider-Man
B) Batman
C) Ghost Rider
D) Wolverine

12) The X-O armor is...
A) made of vibranium
B) alive
C) all warm and snuggly
D) made of brainium

13) Hawkman & Hawkwoman came to Earth in search of...
A) The criminal Byth
B) their son, Katar
c) the serial killer Shayera
D) Farfegnugen

14) Who invented Spider-Man's web shooters?
A) Reed Richards
B) Peter Parker
C) Hank McCoy
D) Ben Parker

15) Who became Monarch in Armageddon 2001?
A) Captain Atom
B) Starman
C) Hawk
D) Waverider

16) Who was L-Ron's original master?
A) Maxwell Lord
B) Rama-Tut
C) Oberon
D) Manga Khan

17) Who is married to Patsy Walker?
A) Jimmy Walker
B) Cameron Hodge
C) Damion Hellstrom
D) Frederick Drake

18) What substance if fatal to Daxamites?
A) lead
B) kryptonite
C) silver
D) Tollhouse cookies (mmm...)

19) Who will be directing Spider-Man: The Movie?
A) Oliver Stone
B) Francis Ford Copala
C) James Cameron
D) Ron Howard

20) Which villain has Quasar never faced:
A) Venom
B) Electro
C) Absorbing Man
D) Thanos

21) What model number was the evil Terminator in Terminator II: Judgement Day?
A) T-800
B) T-1000
C) C11-CMT
D) BLT hold the mayo

22) Which Super Hero didn't appear in the first Secret Wars series:
A) Daredevil
B) Spider-Man
C) Rogue
D) Thor

23) A Green Lantern must recharge his ring...
A) once a year
B) whenever he feels fear
C) when the little needle is on E
D) every 24 hours

24) What is the relationship between Nightcrawler and Mystique?
A) mother & son
B) brother & sister
C) aunt & nephew
D) all of the above

25) Who replace the Flash that died in the Crisis on Infinite Earths?
A) Jay Garrick
B) Barry Allen
C) Wally West
D) Ted Kord

26) Which Impact Comics hero died in his first issue?
A) the Black Hood
B) the Comet
C) the Hangman
D) the Jaguar

27) Who killed Danny Ketch's sister?
A) Deathwatch
B) Blackout
C) Snowblind
D) Zodiak

28) Wolverine is...
A) Japanese
B) Canadian
C) not too skinny, not too fat, he's a real hum-dinger and I like him like that
D) Australian

29) Darkhawk gets his powers from:
A) a haunted motorcycle
B) high tech battle armor
C) a mysterious amulet
D) he was born with them

30) To become a Wendigo, you must...
A) kill a member of your family
B) be a traitor to your own people
C) commit cannibalism
D) hunt animals for their pelts

ATTENTION WIZARD FANS

You think you're hot? You think you know something special about comics that your stupid friends wouldn't know in a million years? If so, let us know. Write a question with four multiple choice answers, send it to us, and we'll run it here. Send them to **CBIQ, P.O. Box 648, Nanuet, NY 10954-0648.**

THIS MONTH'S NUMBER ONE'S

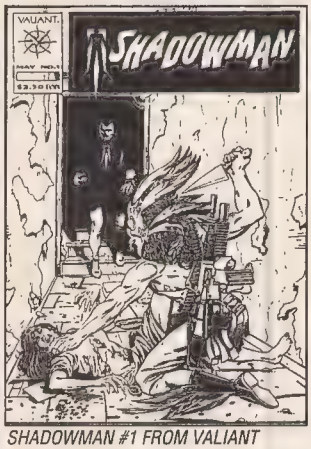
Comic book collectors place a great deal of importance on the #1 issues; since it's tricky to determine whether a book will succeed. You have to choose your comics very carefully and wisely. #1 issues have been known to appreciate considerably when a series becomes very popular. Here we have compiled for you all the #1 issues shipping for January. Happy Hunting!

NUMBER

For The Wizard Comic Watchers

Ace of Spades #1
Mockingbird
Aliens: Hive #1
Dark Horse
Armageddon: Inferno #1
DC Comics
Bratterskain #1
Comic Zone
Cage #1
Marvel
Christopher Columbus #1
Midnight
Daemon Mask #1
Comic Zone
Demon Ninja #1
Comax
Elflore #1
Night Wynd
Forbidden Planet #1
Innovation
Foxfire #1
Night Wynd
Humor Comics Presents #1
Humor Comics
Intruders #1
Brave New Worlds
Justice Agenda #1
Nightsword
Justice League Spectacular #1
DC Comics
Kirk vs Picard #1
Celebrity
Led Zepplin #1
Personality
Lorelei of the Red Mist #1
Comic Zone
Mad Dogs #1
Eclipse
Nightmare Syndicate #1
Comic Zone
Roger Wilco #1
Adventure
Serpentyne #1
Night Wynd
Shadow Wing #1
Nightsword
Shadowman #1
Valiant
Shadowtown #1
Madheart
Sports Superstars: Michael Jordan #1
Revolutionary
Star Jam Comics #1
Revolutionary
Sunwing #1
Cat's Paw
Taken Under #1
Caliber
Talon #1
Artline
Texas Chainsaw Massacre #1
Northstar
The Thing #1
Marvel
Tick's Giant Circus of the Mighty #1
New England
Time City #1
Rocket Comets
Tomb of Frankenstein #1
Comax
Torg: Reality Storm! #1
Adventure
Vigil: Fall From Grace #1
Innovation
World Championship Wrestling #1
Marvel
Young Indiana Jones Chronicles #1
Dark Horse
Youngblood #1
Malibu
Zen, Intergalactic Ninja #1
Archie

SHADOW WING #1 FROM NIGHTSWORD



SHADOWMAN #1 FROM VALIANT

TIME CITY #1 FROM ROCKET

YOUNG INDIANA JONES #1 FROM DARK HORSE

From The Wizard's Hat

PICKS

Here's a listing of the hottest books shipping in February!

MARVEL COMICS PRESENTS #100

Artist: Sam Kieth
Writer: Howard Mackie
Shipping Date: Feb 18th
Cover Price: $1.50

Yikes! If you thought all the previous stories in *Marvel Comics Presents* were hot (Weapon X, Blood Hungry, Cable & Ghost Rider), wait 'till you get a load of this. Inbetween the awesome "flip covers" of this issue, you'll be floored by the unbelievable artwork of Sam "the Dude" Kieth, who, I might add, did those awesome flip covers. The story involves the unlikely and uneasy 3-way team up of Wolverine, Ghost Rider and Dr. Doom. And who is the bad guy in the story? Why, none other than that Edward Scissorhands lookalike, Nightmare! Yup, that wacky nut of Dr. Strange fame is gonna get a run for his money from this dangerous trio. We can hardly wait for this one (man, the covers are so cool).

JUSTICE LEAGUE SPECTACULAR #1

Artist: Dan Jurgens
Writer: Dan Jurgens
Shipping Date: February 25th
Cover Price: $1.50

Well, it's about time! Remember the old days (the really old days) when the Justice League had such powerful members as Superman, Hal Jordan, Aquaman, and Batman? Well, they're back! After the Breakdowns storyline ended, there wasn't much of a League left, but here comes trouble to pull them together. When international diplomats are taken hostage, it's up to the new Justice League to save the day. DC's making this one so hot, it's got two different covers. This special Justice League book introduces us to a whole new creative team, new stories, and new additions to the team (hey, Hal Jordan and Guy Gardner together in the same team? Looks like someone new is going to punch Guy out). Don't miss this!

YOUNGBLOOD #1

Artist: Rob Liefeld
Writer: Rob Liefeld
Shipping Date: Feb
Cover Price: $2.50

What the hey? Holey moley! That's Rob Liefeld, the hot creator of Marvel's *X-Force*, and he's just created something totally new and sizzling hot! In a world where the big celebrities get the big money with the big managers, *Young-blood* is a group of Super-Heroes like the world has never seen! Malibu Comics is gearing up to create it's own universe and *Youngblood* is the debut of it all, and who better to bring it to us than Liefeld. From reading *X-Force*, these new guys have got to be good. Each issue of this three part mini series has two full color *Youngblood* trading cards. (Wow, a lot more cool stuff like this and Marvel & DC Comics are going to have some major competition!)

DARKHAWK #14

Artist: Mike Manley
Writer: Danny Fingeroth
Shipping Date: February 4th
Cover Price: $1.25

In part 5 of the six part "Heart of the Hawk" series-within-a-series, Darkhawk continues his quest to rescue his dad from Bazin's gang. Only one little problem, though. Before he can do that, he has to get past...(dramatic pause)...Venom!! Yeah! Alright! Kick butt!!!

Wait a minute, wait a minute. Venom? Hey, if this guy can pound Spider-Man into little Spider-cookies, then how can a rookie like Darkhawk hope to handle him??

Boy, things don't look to bright for our hero. Do you think Venom will take over the series after he offs Darkhawk?

SHADOWMAN #1

Artist: David Lapham
Writer: Steve Englehart
Shipping Date: February
Cover Price: $2.50

At midnight, a dark figure stalks the narrow streets of the French Quarter in New Orleans. He is a hunter...a silent stalker...a man driven by a predatory urge beyond our imagining, compelled by a deep and dreadful music that only he can hear to rid the night of discord. He is a mystery. But the good people of the street know who he is. He's SHADOWMAN.

Doesn't that sound really cool? This guy's the hottest newest star in the ever expanding Valiant universe. After such super sellers as *Magnus: Robot Fighter* and *X-O Manowar*, *Shadowman* is going to be incredible. Don't miss out on the introduction of this dark, new Super-Hero.

ARMAGEDDON: INFERNO #1

Artist: Tom Mandrake
Writer: John Ostrander
Shipping Date: February 25th
Cover Price: $1.00

Now that Monarch is gone, who's going to give us some action in this new *Armageddon* title? This new bad guy is bad, he's an alien, he's powerful, and he's invading our time stream! Here comes the evil Abraxis and his 12 Daemon servants, and they're ready to take over all of history! This looks like a job for...Waverider!! Our famous friend from the future can't do it alone, though. He needs the help of everyone around the DC Universe, like Batman, Firestorm, the Spectre, and Ultra Boy from the Legion of Super-Heroes (hey, isn't that guy from the 30th century? No problem for Waverider). This is going to be one action packed mini series! Don't miss out on this: future issues will feature characters like Guy Gardner, Power Girl, Superman, and Lobo. Recommended.

AMAZING SPIDER-MAN #361

Artist: Mark Bagley
Writer: David Michelinie
Shipping Date: Feb 11th
Cover Price: $1.00

Ok ok ok, this is soooo cool. Here we go: remember Cletus Kasady from way back in *Amazing Spider-Man* #344, who later was infected by the Venom cosutme in #345? Well, he's back! The point is, he's not just plain old Cletus Kasady serial killer anymore, he's Cletus Kasady, VENOM SPAWN (and a more successful serial killer to boot).

Now Spidey has to go and stop this new version of an old foe, and loses! That's right, our pal Spider-Man gets creamed, and right before Venom Spawn finishes him off, the cavalry arrives in the form of...Venom?!? That's right, batten down the hatches and clear the poolroom as it's Venom vs Venom with Spidey caught in the middle (I'd be scared if I wasn't so excited).

MORE PICKS

Action Comics #676
DC Comics **$1.00**
Lex Luthor Jr. offers Supergirl a job as his bodyguard.

Aliens: Genocide #4
Dark Horse **$2.50**
As the alien civil war rages around them, the marines head straight for the Queen!

Aliens: Hive #1
Dark Horse **$2.50**
Robot aliens are sent into the hive to infiltrate the Queen's lair.

Alpha Flight #107
Marvel **$1.25**
Alpha Flight teams up with X-Factor to stop Autopsy and the Living Dead.

Amazing Spider-Man #361
Marvel **$1.25**
Venom-Spawn's on the rampage, and Spider-Man must team up with the original Venom to stop him!

Avengers W.Coast #81

Avengers West Coast #81
Marvel **$1.25**
Quasar, the Wasp, U.S.Agent, Hank Pym and Spider-Woman guard two Kree prisoners, but the Shi'Ar want them back as Galactic Storm rages on.

Death's Head II #2
Marvel **$1.75**
AIM scientists try to recapture the new Death's Head before it goes completely haywire.

Deathstroke the Terminator #9
DC Comics **$1.75**
Deathstroke and Batman team up to fight the all new Vigilante. Cover by Mike Zeck

The Demon #22
DC Comics **$1.50**
Etrigan is used as a pawn by two competitive witches, and boy is he pissed.

Elementals #26

Doctor Fate #39
DC Comics **$1.75**
Doctor Fate is called in to testify before the US Senate regarding the War of the Gods.

Dredd Rules! #5
Fleetway/Quality **$2.95**
Dredd battles...Mr. Spok?

Elementals #26
Comico **$2.50**
Morningstar, shattered over Monolith's death, sets out to kill Thor. Featuring the first pages of the origin of Strike Force America.

Femforce #46
Americomics **$2.75**
Lady Luger returns with a plot to have Nazis kill Ms. Victory.

Ghost Rider #24
Marvel **$1.75**
It's the final showdown between Ghost Rider and Deathwatch, and only one will survive!

Green Lantern #23
DC Comics **$1.00**
Star Sapphire's on the rampage, and John Stewart wants her dead.

Harbinger #5
Valiant **$2.50**
It's the inevitable confrontation between Sting and Solar, Man of the Atom!

Iron Man #279

Iron Man #279
Marvel **$1.25**
On the Kree homeworld, Iron Man must fight Ronan the Accuser, as the Galactic Storm rages on!

J.L.A. #61
DC Comics **$1.00**
Superman's down as the Weapons Master attacks the JLA in their headquarters.

MORE PICKS

Justice League Spectacular #1
DC Comics **$1.50**
DC re-vamps the Justice League with all new creative teams, new directions, new members, and two different covers!

Legend of the Dark Knight #29
DC Comics **$1.75**
Batman finally fights two-face and his army of freaks.

L.E.G.I.O.N. '92 #38
DC Comics **1.50**
Lobo and Ice Man meet for the climactic bone-breaking fight to the death. Meanwhile, Vril Dox learns the truth about his "true love."

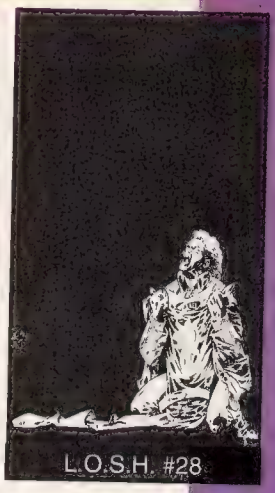
Legion of Super Heroes #28
DC Comics **$1.75**
All you ever wanted to know about Sun Boy's life and history.

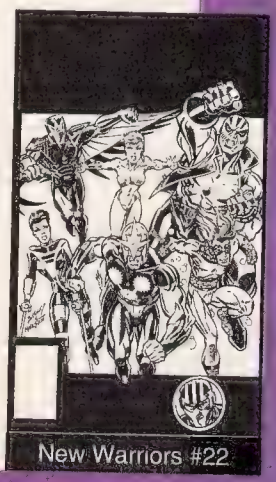
Magnus: Robot Fighter #12
Valiant **$3.25**
In this super one-year-anniversary special we learn more about Magnus's past, and see a 41st century battle royale that'll rock all North-Am!

New Titans #85
DC Comics **$1.75**
As the Titans recuperate from the Titans Hunt, Phantasm causes the birth of their newest member.

New Warriors #22
Marvel **1.25**
Darkhawk & Rage guest star as Marvel Boy goes on trial for the murder of his father.

Predator: Bloody Sands of Time #2
Dark Horse **$2.50**
The final truth of the Predator's involvement in WWI is revealed.


L.O.S.H. #28


New Warriors #22

Punisher War Zone #2
Marvel **$1.75**
Ladder of Death p2- The Punisher kills lots and lots of mafia bad guys and never runs out of bullets.

Ragman #7
DC Comics **$1.50**
The Tatterdemalion can't be stopped, but neither can the Batman!

Rai #3
Valiant **$1.95**
Can Rai stop the X-O Commando armor?

Shado: Song of the Dragon #2
DC Comics **$4.95**
Shado finds herself caught in a war between Japan's feuding Yakuza clans.

Punisher War Zone #2

Shadowman #1
Valiant **$2.50**
Valiant's newest hero is driven by a predatory urge beyond words, and the night is on his side!

SHIELD #34
Marvel **$1.75**
X-Force's George Washington Bridge teams up with SHIELDs new Super-Agents to fight Roxxon's strike team. Meanwhile, Fury tries to find that darn Helicarrier.

Silver Surfer #64
Marvel **$1.25**
If fighting the Collection Agency wasn't bad enough, it's Surfer vs the Dark Silver Surfer! By Ron Lim.

Sleepwalker #11
Marvel **$1.25**
Escaping government agents is easy, avoiding the wrath of the Ghost Rider is hard.

Solar, Man of the Atom #9
Valiant **$1.95**
Solar goes after the God-Child, before this evil being destroys billions of lives.

AND MORE PICKS

Spider-Man #21
Marvel **$1.75**
Spidey teams up with Deathlok, the Hulk, Solo and the Ghost Rider to stop the Sinister Six.

Star Wars: Dark Empire #2
Dark Horse **$2.95**
Can the rebel forces reach the Dark Empire's World Devestators before they reach Calimari?

Superman #66
DC Comics **$1.00**
Panic in the Sky p6- Superman leads his army's attack on Warworld, and Brainiac...kills them all! What fun!

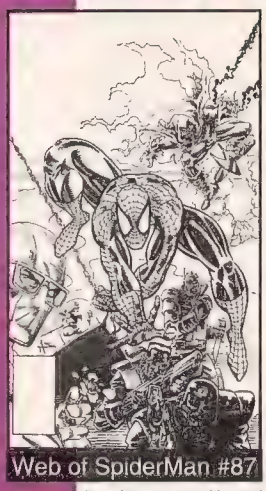
Superman #66

Superman: The Man of Steel #10
DC Comics **$1.00**
Panic in the Sky p5- When Brainiac launches an attack, a member of Superman's force sacrifices his life to save the others.

Terminator: Enemy Within #4
DarkHorse **$2.50**
All hell breaks loose at the Cyberdyne plant as the Terminator C890.L catches up with everyone.

Twilight Zone #6
Now **$1.95**
Alphone Beedle, the man who loves bugs more than anything, is visited by a strange man with a machine from the Twilight Zone.

Uncanny X-Men #287
Marvel **$1.25**
Time is running out- can Xavier and the X-Men stop Bishop before it's too late? By Byrne & Portacio.


Web of SpiderMan #87

Warlock and the Infinity Watch #3
Marvel **$1.75**
It would have been great for Adam Warlock to get High Evolutionary's help with the Infinity Gauntlet, but the High guys' a little insane right now. By Jim Starlin.

Web of Spider-Man #87
Marvel **$1.25**
The Name Of The Rose pt 4 of 6 - It's a showdown between the Kingpin's son and the Rose, with the Hobgoblin thrown in to keep Spidey busy.

Wolverine #53
Marvel **$1.75**
At the end of the Motel At The End Of Time storyline, Wolverine struggles to save the universe from Mojo's mad machines!

X-Factor #77
Marvel **$1.25**
It's X-Factor vs the Mutant Liberation Front!

X-Force #9
Marvel **$1.25**
Cable reveals to Sam the secret of the Highlords, which leads into the upcoming Cable mini-series. By Rob Liefeld.

The X-Men

X-Men #7
Marvel **$1.25**
The X-Men battle Omega Red while we learn more about the fate of Longshot. By Byrne & Lee.

X-O Manowar #4
Valiant **$1.95**
The Harbinger crossover continues, and X-O moves into Valiant's new Shadowman series.

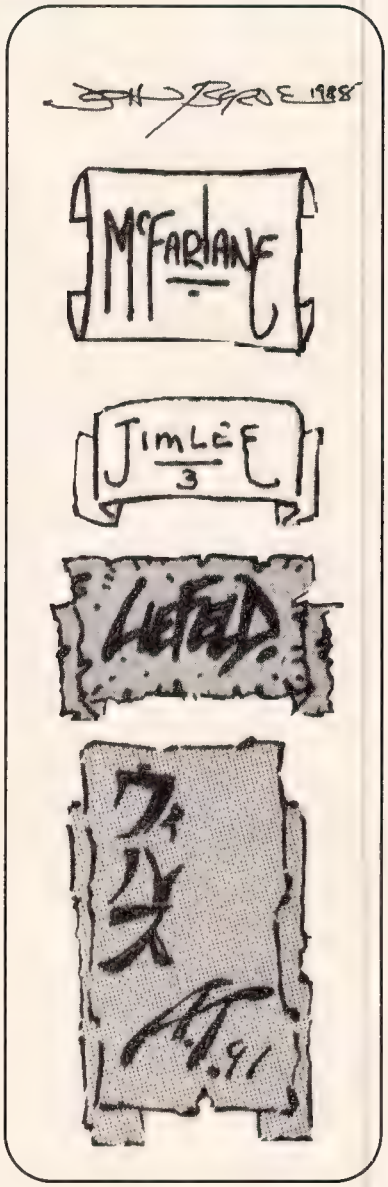
COLLECTING COMICS IN THE 90s

By Pat McCallum

Hello again. This month we're going to discuss a highly questioned aspect of our industry: autographed comics. Though they have been around for quite some time, these collectibles are just now becoming fan favorites. Comic collectors everywhere are rushing around getting their favorite books written on, comics which normally would never see the light of day, much less a Bic. That which was once taboo is now a very hot ticket, but which every new fad that arises, there are questions which must be answered. For instance: Do autographed books go up in value? Does it matter where it gets signed, and what color ink should it be in?

Well, first off, autographed comics usually do go up. It depends on what book you have signed, and who signs it. A hot book + hot creator = $$. Signatures are also regional, so no set price can be put upon them. As for where a book should be signed, cover autographs are the most popular. Though this is up to the independent collector, have it signed where ever you like. And lastly, the color of the ink is very important. the best looking and most desirable colors are the metallic inks. They make the signatures look like a million bucks.

In closing, if you are thinking of purchasing an autographed book, you should insist upon some certificate of authenticity. This is to guarantee you that they're real, not some crappy forgeries. And if you're going to have them signed yourself, bring along a Polaroid and have the artist/writer sign the picture of you standing next to him. This way you have your very own certificate. Well, that's about it for this month, see you again in 30 days. Adios.



Don't settle for just any standard when choosing a comic inventory system

CONSIDER THE FOLLOWING FACTS TO HELP YOU DECIDE

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....you want a system that is simple to modify

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Order by May 31, 1992 to enter into drawing for complete set of X-Men action figures valued at $60.00 (offer void where prohibited).

TOP 100 JANUARY 1992

Here's a list of the TOP 100 comic books for the month JANUARY 1992. This lists represents the quantity of each title sold according to Diamond Comic Distrib., Inc.

1 Punisher War Zone #1
2 X-Men #6
3 Uncanny X-Men #266
4 X-Force #8
5 Spider-Man #20
6 X-Factor #76
7 Warlock & The Infinity Watch #2
8 Wolverine #52
9 Batman: Gotham Nights #1
10 Ghost Rider #23
11 Next Men #1
12 Amazing Spider-Man #360
13 Punisher #61
14 Batman v Predator #3 (PF)
15 Deathlok #9
16 Incredible Hulk #361
17 Darkhawk #13
18 Marvel Comics Presents #97
19 L.O.D.K. #28
20 Namor the Sub Mariner #24
21 Silver Surfer #63
22 Marvel Comics Presents #98
23 Predator: Bloody Sands of Time #1
24 Captain America #398
25 New Warriors #21
26 Aliens: Genocide #3
27 Web of Spider-Man #86
28 Punisher War Journal #40
29 Batman v Predator #3 newsstand edition
30 Thor #445
31 Avengers #345
32 Batman #475
33 Guardians of the Galaxy #22
34 Fantastic Four #362
35 Detective Comics #642
36 Terminator: The Enemy Within #3
37 Avengers West Coast #80
38 Iron Man #276
39 Daredevil #302
40 Death's Head II #1
41 Wonder Man #7
42 What If? #35
43 Deathstroke the Terminator #8
44 Sleepwalker #10
45 Quasar #32
46 Moon Knight #36
47 Justice League Europe #36
48 Justice League America #60
49 Aquaman #4
50 Superman #65
51 Cyberrad Vol 2 #1 Direct Ed.
52 Green Lantern #22
53 Superman: The Man of Steel #9
54 Sandman #36
55 Demon #21
56 Action Comics #675
57 Adv. of Superman #488
58 New Titans #84
59 Amazing Fantasy #15 (rep.)
60 Ragman #6
61 Star Trek: The Next Generation #29
62 Alpha Flight #106
63 Doctor Strange #39
64 Flash #60
65 Star Trek #29
66 L.E.G.I.O.N. '92 #37
67 J.L.I. Quarterly #6
68 Legion of Super-Heroes #27
69 She-Hulk #37
70 Warlord #3
71 Brave & The Bold #4
72 Green Arrow #58
73 X-Men Classic #69
74 Ray #2
75 X-Farce #1
76 Elongated Man: Europe '92 #3
77 Magnus: Robot Fighter #11
78 Idol #1
79 G.I. Joe #122
80 Starman #44
81 Shado: Song of the Dragon #1
82 Shield #33
83 Hawkworld #21
84 Conan #254
85 Black Hood #4
86 Doom Patrol #53
87 Groo the Wanderer #87
88 What The—?! #17
89 Elfquest: Kings of the Broken Wheel
90 Teenage Mutant Ninja Turtles #43
91 Interview With the Vampire #3
92 Hellblazer #51
93 Animal Man #45
94 Comet #9
95 Solar, Man of the Atom #8
96 Fly #8
97 Web #7
98 Legend of the Shield #9
99 Suicide Squad #63
100 Akira #34

TOP 10

Here's a list of the **TOP 10** comic books sold in **JANUARY 1989.**

1 X-Men #246
2 Batman #433
3 Detective #600
4 X-Factor #42
5 Excalibur #10
6 Punisher War Journal #7
7 Wolverine #9
8 Justice League Europe #2
9 Amazing Spider-Man #317
10 She-Hulk #3

TOP 10

Here's a list of the **TOP 10** comic books sold in **JANUARY 1990.**

1 L.O.D.K. #7
2 Batman #447
3 X-Men #261
4 Batman Annual #14
5 Amazing Spider-Man #332
6 Wolverine #24
7 Detective Comics #614
8 Ghost Rider #1
9 X-Factor #54
10 Punisher #33

TOP 100 1991 IN REVIEW

Here's a list of the TOP 100 best selling comic books for the YEAR 1991. This lists represents the quantity of each title sold according to Diamond Comic Distrib., Inc.

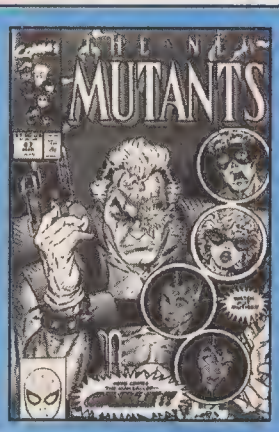
1 X-Force #1
2 X-Men #1 E
3 X-Men #1 A
4 X-Men #1 C
5 Robin II: The Joker's Wild #1
6 X-Men #2
7 X-Men #1B
8 X-Men #1D
9 X-Force #2
10 X-Force #4
11 X-Men #3
12 Uncanny X-Men #281
13 Spider-Man #16
14 X-Men #4
15 X-Force #3
16 Wolverine #50
17 Robin II: The Joker's Wild #2
18 X-Men #5
19 Punisher War Zone #1
20 X-Force #5
21 X-Men #6
22 Uncanny X-Men #282
23 Uncanny X-Men #284
24 X-Factor #71
25 Robin II: The Joker's Wild #3
26 X-Force #6
27 Uncanny X-Men #283
28 Spider-Man #10
29 Uncanny X-Men #285
30 X-Force #7
31 Spider-Man #12
32 Uncanny X-Men #266
33 Spider-Man #11
34 Spider-Man #14
35 Spider-Man #13
36 X-Force #8
37 Spider-Man #15
38 Uncanny X-Men #280
39 Uncanny X-Men #279
40 Uncanny X-Men Annual #15
41 Warlock & The Infinity Watch #1
42 Infinity Gauntlet #1
43 Spider-Man #17
44 Spider-Man #18
45 Amazing Spider-Man #358
46 Robin II: The Joker's Wild #4
47 Robin #5
48 Ghost Rider #15
49 Wonder Man #1
50 Spider-Man #19
51 Uncanny X-Men #278
52 Uncanny X-Men #277
53 Infinity Gauntlet #3
54 X-Factor #75
55 Infinity Gauntlet #2
56 Spider-Man #20
57 Infinity Gauntlet #6
58 X-Factor #74
59 X-Factor #72
60 Infinity Gauntlet #4
61 Amazing Spider-Man Annual #25
62 Uncanny X-Men #276
63 X-Factor #73
64 Infinity Gauntlet #5
65 Deathlok #1
66 Daredevil #300
67 X-Factor #70
68 Amazing Spider-Man #350
69 Robin II: The Joker's Wild #1 Newsstand
70 Ghost Rider #18
71 Amazing Spider-Man #350
72 X-Factor #76
73 Batman v Predator #1
74 X-Factor #69
75 Hearts of Darkness
76 Ghost Rider #20
77 New Mutants #87 2nd print
78 Amazing Spider-Man #357
79 Amazing Spider-Man #354
80 Deathlok #6
81 Ghost Rider #19
82 Ghost Rider #20
83 Superman: The Man of Steel #1
84 Wolverine #49
85 Amazing Spider-Man #355
86 Ghost Rider #17
87 Amazing Spider-Man #356
88 Wolverine #51
89 Warlock & The Infinity Watch #2
90 Wolverine #52
91 X-Force #1 2nd print
92 Punisher #60
93 Ghost Rider #22
94 War of the Gods #1
95 Punisher #60
96 Wolverine #48
97 Deathlok #7
98 M.C.P. #90
99 Deadly Foes of Spider-Man #1
100 Batman: Gotham Nights #1

TOP 10 FEBRUARY - 1992

We keep a very close watch on all the hottest books trading hands throughout the country. Here we have listed for you the 10 most commonly sold and demanded comics

1 New Mutants #87

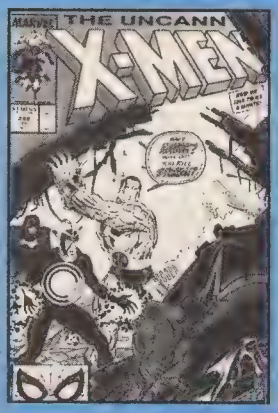
Artist: Rob Liefeld
Writer: Louise Simonson



Now the record holder, Rob's New Mutants #87 has been the #1 book for three months running. No other book has lasted that long (X-Men #1 E, now off the charts completely, lasted two). Just what makes this book so hot? Well, it's the first appearance of Cable, an early Liefeld and was printed way back when the New Mutants wasn't too popular, so there is'nt 8.2 million copies floating around. Even with all this, can it cling to the coveted #1 spot for four months in a row?

2 Uncanny X-Men #248

Artist: Jim Lee
Writer: Chris Claremont



What will it take to push New Mutants #87 off the #1 spot? Well, whatever it takes, Uncanny X-Men #248 has it. Demand for this book, which is Jim Lee's first work on the X-Men just continues to grow and grow. It looks like Jim is getting ready to tee-off, with Mutants #87 as the ball. Gosh, I wonder if Rob Liefeld knows how to caddy?

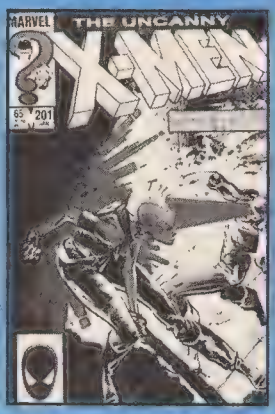
3 Uncanny X-Men #266

Artist: Mike Collins
Writer: Chris Claremont

Way back in Wizard #2, when we picked this book in Wizard Comic Watch as being "hot," we never expected it to go crazy like this! The first appearance of the mega popular Gambit is scorching its way across the comic world, and shows no sign of slowing down. Rumors still circulate, however, that Gambit has ulterior motives in being an X-Man, and he may not be what he seems.

4 Uncanny X-Men #201

Artist: John Romita Jr & Whilce Portacio
Writer: Chris Claremont



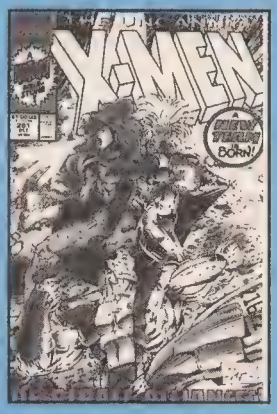
Still high in the charts, Whilce Portacio's first work on the X-Men has thousands of comic fans everywhere scratching their chin.. Y'see, rumor has it that Cyclops's baby son, Nathan, is actually Cable, interesting stuff, yes?

5 X-Factor #24

Artist: Walt Simonson
Writer: Louise Simonson

Moving up the charts is the first appearance of Archangel, the Uncanny X-Men's resident killing machine. But will this upward climb continue with John Byrne (current writer) planning to revert Archy back into plain ol' Angel in the new future? We'll have to wait and see.

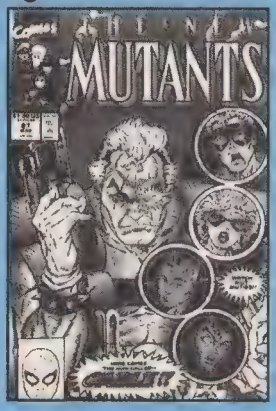
6 Uncanny X-Men #281



Artist: Whilce Portacio
Writer: Chris Claremont

Remember back when Jim Lee's X-Men #1 came out and everyone went crazy buying that book? Well, what you should've done is stock up on Uncanny X-Men #281, since it's Whilce Portacio's first issue and the X-Men line up was completely altered (the fact that they didn't print a ton and a half doesn't hurt either).

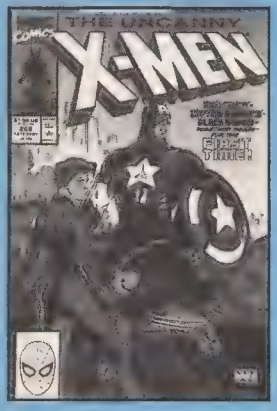
7 New Mutants #87
2nd printing



Aritst: Rob Liefeld
Writer: Louise Simonson

Well, everyone thought that this book would be a flop and hurt the sales on it's first print counterpart, but that's not the case. Both books are doing quite well on the charts, and neither of which who any sign of hitting the skids. Expect higher interest in a few months when the Cable mini series hits the shelves.

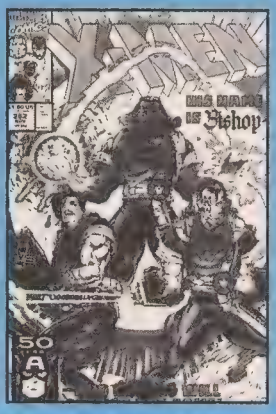
8 Uncanny X-Men #268



Aritst: Jim Lee
Writer: Chris Claremont

Entering the top ten at the number eight position, Jim Lee's first issue as regular artist has fans going crazy, partially thanks to Jim's rendition of guest star Captain America (WOW!). With Uncanny X-Men #248 (Jim's first ever work) holding at the #2 position, how long will it be before this book starts that long climb up the charts?

9 Uncanny X-Men #282



Artist: Whilce Portacio
Writer: Chris Claremont

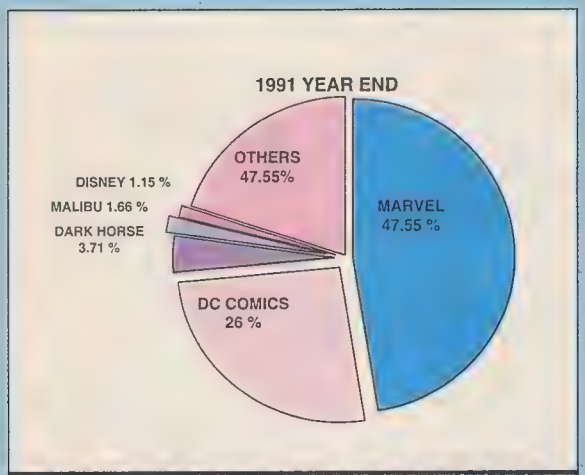
He is so cool. Bishop, I mean. He's the no nonsense X-Man from the future, and has the power to absorb and "charge-up" on any mutant power used against him. Expect cool stuff from this dude as plans include to have him become the team leader of the Uncanny branch of the X-Men, and to start a relationship with the then ex-team leader Storm. Hey, go for it dude!

10 X-Force #1
White UPC, Cable card

Artist: Rob Liefeld
Writer: Rob Liefeld & Fabian Nicieza

One time holder of the #1 spot here in the Wizard's top ten, X-Force #1 appears ready to bow out of the charts. Not that it is losing popularity, not at all. But seven months on the charts is a long time, and pretty much everyone who wants the book has it, so there is no huge overwhelming demand for it. Adios X-Force, it's been fun.

WIZARD Market Watch



1991 year-end piece sharee of the comic book market, according to Capital City Distribution

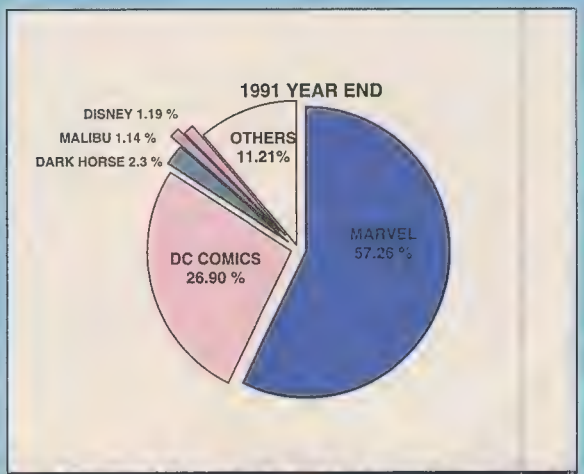
* No new surprises this month as Marvel's X-Books remain the #1 best seller. Weather it be X-Men, Excalibur or X-Factor, the merry mutants have ruled comicdom for over six months. With the creative force of Jim Lee, John Byrne, Peter David and Whilce Portacio at the helm, can anything topple the X-Dynasty?

* Ah, something can outsell mutant books. What, you might ask? Why, it's none other than that wacky monkey, the Punisher! Yup, Punisher War Zone #1, which debuted this month, outsold every X-Book out there. Ol' skull-chest really needed a breath of fresh air as the sales on Punisher and Punisher War Journal have steadily dipped over the past few months. Is this a novelty, or will Punisher regain his former glory?

* Other books which continue to climb the hot charts include Ghost Rider and the Dale Keown issues of the Incredible Hulk. Expect both items to continue to do well with a second Ghost Rider title, "Spirits of Vengeance" on the way, and the 30th anniversary of the Hulk, Incredible Hulk #393, is due out shortly (and sporting a green foil embossed cover to boot!).

* Let's not forget about DC Comics, now. Though none of their titles are going through the roof, they continue to produce some of the better written and drawn comics out there. Some comics to keep a "Wizard Eye" on include "The Titans Hunt" storyline running through New Titans #71-84, early issues of L.E.G.I.O.N. '89 & '90 and the Catwoman mini series (Michelle Pfeiffer is a hot babe that can work wonders in tights...).

* DC Comics, what is the problem? You used to be known for high quality art and stories, and Marvel was the people with the six different glow-in-the-dark gatefold



1991 year-end dollar share of the comic book market according to Capital City Distribution.

covers on the same book. Don't do this to your fans. Just go back to producing your one-time high quality books, the kind you were making before Robin II, War of the Gods, etc., etc. Don't substitute gimmicks for quality.

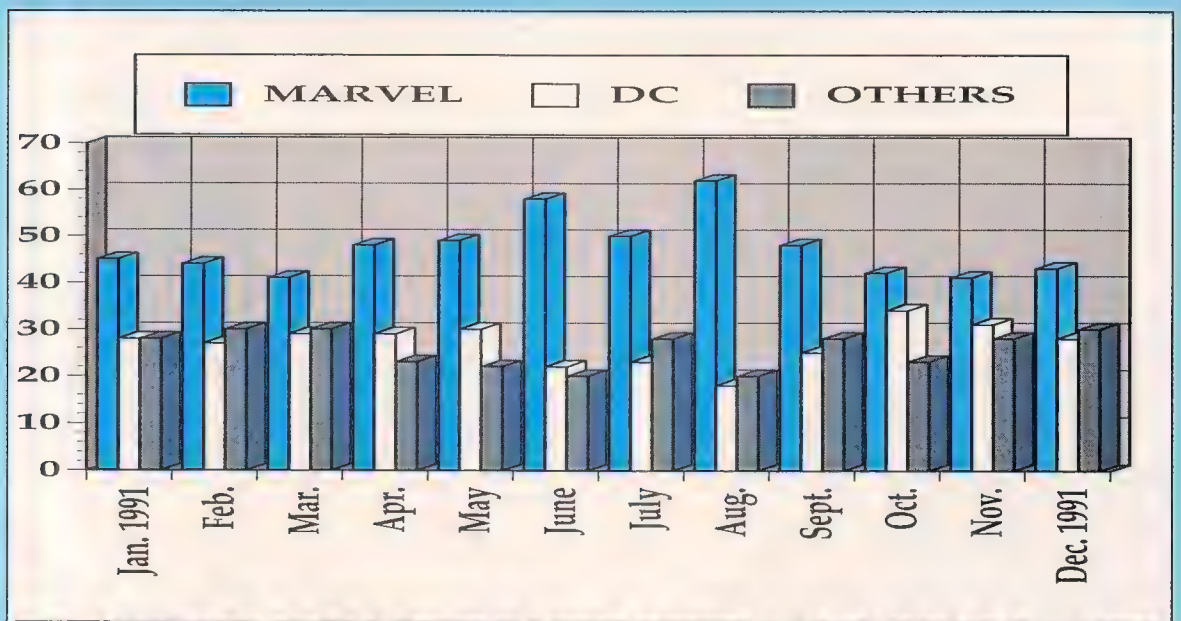
* On the other hand, Valiant continues to be an island of creativity in a sea of gluttons. Back issue sales of Magnus: Robot Fighter, X-O Manowar and Solar continue at a good pace, and their monthly issues remain a good read. Anyone out there tired of monstrous X-Ploitation, pick up a Valiant book and give a look-see. Can't hurt.

* On the flip side, Todd McFarlane's departure from comics has had a serious effect on his back issue prices, all of which have dropped over the last few months. Keep this in mind when purchasing those big bucks early issues of Jim Lee, Portacio and Liefeld. They may be hot now, but...

* The entire "Infinity Craze" has died down a bit. Prices are not going down, but they are showing signs of slowing down in sales. Expect sales to go nuts again this summer with the release of the "Infinity Wars", the sequel to the "Infinity Gauntlet." Also expect strong sales with the "Warlock and the Infinity Watch" series and the new reprint Warlock title.

* Growing in popularity is current "Marvel Comics Presents" artist Sam Kieth. His highly detailed work and his distinct artistic style has really begun to attract many a reader, and it might not be too long before he's ranked up there with Lee, Liefeld & Portacio.

* Here we are, still early in 1992, with a batch of really cool projects on the horizon. Everyone's favorite Czarnian, Lobo, returns in an all new four-issue mini series by Giffen, Grant and Bisley (yeah!). Expect issue #1 to be on sale sometime in March. Other news from DC is their new line of reprint comics, similar to what Marvel has done with X-Men #1 and Fantastic Four #1. Expect to see high quality reprints of Action Comics #252 - the first appearance of Supergirl, Brave and the Bold #28 - the first J.L.A., Detective Comics #327 - the first "new look" Batman, and much more. Pretty cool. In closing, keep an eye out for the cover of She-Hulk #39, and prepare to salivate.



Percentage share of the market from January 1991 to December 1991

SHOWS AND CONVENTIONS

CALIFORNIA

JAN 18 CA, WALNUT, Baseball Card/Pins/Comics, Frank & Son Warehouse, 19465 East Walnut Dr North. T:100 F:$25 A:free 10am-5pm, Frank or Jim 714-594-7492

JAN 22 CA, WALNUT, Baseball Card/Pins/Comics, Frank & Son Warehouse, 19465 East Walnut Dr North. T:100 F:$25 A:free 5pm-9:30pm, Frank or Jim 714-594-7492

JAN 25 CA, WALNUT, Baseball Card/Pins/Comics, Frank & Son Warehouse, 19465 East Walnut Dr North. T:100 F:$25 A:free 10am-5pm, Frank or Jim 714-594-7492

JAN 29 CA, WALNUT, Baseball Card/Pins/Comics, Frank & Son Warehouse, 19465 East Walnut Dr North. T:100 F:$25 A:free 5pm-9:30pm, Frank or Jim 714-594-7492

FEB 1 CA, WALNUT, Baseball Card/Pins/Comics, Frank & Son Warehouse, 19465 E. Walnut Dr. North. T:100 F:$25 A:free 10am-5pm, Frank or Jim 714-594-7492

FEB 5 CA, WALNUT, Baseball Card/Pins/Comics, Frank & Son Warehouse, 19465 East Walnut Dr North. T:100 F:$25 A:free 5pm-9:30pm, Frank or Jim 714-594-7492

FEB 8 CA, WALNUT, Baseball Card/Pins/Comics, Frank & Son Warehouse, 19465 E. Walnut Dr. North. T:100 F:$25 A:free 10am-5pm, Frank or Jim 714-594-7492

FEB 9 CA, ANAHEIM, Orange County Comic Book Show, Grand Hotel, 7 Freedom Way & Harbor Blvd. T:70 F:$45 A:$3 10am-4pm, Dennis Schumacher 818-768-4678

FEB 12 CA, WALNUT, Baseball Card/Pins/Comics, Frank & Son Warehouse, 19465 East Walnut Dr North. T:100 F:$25 A:free 5pm-9:30pm, Frank or Jim 714-594-7492

FEB 15 CA, WALNUT, Baseball Card/Pins/Comics, Frank & Son Warehouse, 19465 E. Walnut Dr. North. T:100 F:$25 A:free 10am-5pm, Frank or Jim 714-594-7492

FEB 16 CA, VAN NUYS, Valley Card & Comic Convention, L.A. Valley College, 5800 Fulton Ave & Oxnard. T:75 F:$20 A:$2 10am-4pm, Dennis Schumacher 818-768-4678

FEB 19 CA, WALNUT, Baseball Card/Pins/Comics, Frank & Son Warehouse, 19465 East Walnut Dr North. T:100 F:$25 A:free 5pm-9:30pm, Frank or Jim 714-594-7492

FEB 22 CA, WALNUT, Baseball Card/Pins/Comics, Frank & Son Warehouse, 19465 E. Walnut Dr. North. T:100 F:$25 A:free 10am-5pm, Frank or Jim 714-594-7492

FEB 23 CA, GLENDALE, South California's Comic Book & Sports Card & Collectables, Glendale Civic Auditorium, 1401 N.Verdago Rd. T:60 F:$50,2@$90 A:$2.50 10am-4pm, Dean Chen 818-842-1861

FEB 26 CA, WALNUT, Baseball Card/Pins/Comics, Frank & Son Warehouse, 19465 East Walnut Dr North. T:100 F:$25 A:free 5pm-9:30pm, Frank or Jim 714-594-7492

FEB 29 CA, WALNUT, Baseball Card/Pins/Comics, Frank & Son Warehouse, 19465 E. Walnut Dr. North. T:100 F:$25 A:free 10am-5pm, Frank or Jim 714-594-7492

MAR 8 CA, ANAHEIM, Orange County Comic Book Show, Grand Hotel, 7 Freedman Way & Harbor Blvd. T:70 F:$45 A:$3 10am-4pm, Dennis Schumacher 818-768-4678

MAR 15 CA, VAN NUYS, Valley Card & Comic Convention, L.A. Valley College, 5800 Fulton Ave & Oxnard. T:75 F:$20 A:$2 10am-4pm, Dennis Schumacher 818-768-4678

CONNECTICUT

JAN 19 CT, WINDSOR LOCKS, Comic Book Convention, Windsor Court Hotel, 383 South Center St. F:6ft@$30,8ft@$47 A:$2 10am-4pm, Mike Wimbish 203-242-1189

FEB 8 CT, NAUGATUCK, Baseball Card & Comic Book Show, Elks Lodge #967, Rubber Ave. T:48-8ft F:$35,2@$65 A:free 9am-3pm, Thomas E. Bryk 203-723-9289

FEB 16 CT, EAST HARTFORD, Comic Book Convention, East Hartford Elks Hall, 148 Roberts St. F:$35 A:$.99 11am-5pm, Hal Kinney 203-289-1208

FEB 16 CT, STAMFORD, Stamford Sportcard & Comic Show, Stamford Marriott, 2 Stamford Forum. T:70 F:$45-6ft,$55-8ft A:$2(under10 $.99) 10am-4pm, Donald Ellis 203-746-7531

FEB 16 CT, HILLSIDE, Comic Book and Baseball Card Show, Hillside Holiday Inn, I-290 btwn Wolf & Mannhelm Rds. A:$1 10am-3pm, Graham Crackers 708-355-4310

MAR 14 CT, NAUGATUCK, Baseball Card & Comic Book Show, Elks Lodge #967, Rubber Ave. T:48-8ft F:$35,2@$65 A:free 9am-3pm, Thomas E. Bryk 203-723-9289

FRANCE

JAN 23-26, ANGOULEME, 19th Angouleme International Comics Festival . United States Info: Rick Marshall 215-957-6501, France Info: Florence Delaporte 33-45-95-99-30

ILLINOIS

JAN 19 IL, CHICAGO, Comic Book & Card Show, Ford City Holiday Inn, 7353 S.Cicero. T:50 F:$35 A:$1 10am-4pm, Midwest Shows 708-496-3113

JAN 25 IL, ROSEMONT, Comic Book Con, Horizon Skyline Room, 6920 N.Mannheim Rd. T:150 F:$45 A:$2 10am-4pm, Midwest Shows 708-496-3113

JAN 26 IL, NAPERVILLE, Naperville All Comic Book Convention, Holiday Inn Crowne Plaza, on Warrenville Rd near Tollway I-88. A:$1 10am-3pm, Graham Crackers Comics 708-355-4310

FEB 2 IL, ROSEMONT, America's Largest One Day Comic & Card Show, Horizon - Skyline Room, 6925 N. Mannheim Rd. T:144 F:45 A:$2 10am-4pm, Midwest Shows 708-496-8881

FEB 8 IL, ROSEMONT, Comic Book Con, Horizon Skyline Room, 6920 N.Mannheim Rd. T:150 F:$45 A:$2 10am-4pm, Midwest Shows 708-496-3113

FEB 15 IL, ROSEMONT, America's Largest One Day Comic & Card Show, Horizon - Skyline Room, 6925 N. Mannheim Rd. T:144 F:$45 A:$2 10am-4pm, Midwest Shows 708-496-8881

FEB 23 IL, CHICAGO, Comic Book & Card Show, Ford City Holiday Inn, 7353 S.Cicero. T:50 F:$35 A:$1 10am-4pm, Midwest Shows 708-496-3113

FEB 23 IL, ROSEMONT, For Comic Lovers Only, Horizon Skyline Room, 6925 N. Mannheim Rd. T:45 F:$35 A:$1 10am-4pm, Midwest Shows 708-496-8881

MAR 1 IL, ELGIN, Tri-County Comic Show, Ramada Inn, 500 West River Rd. T:40 F:$35 A:$2 10am-4pm, Jim Everett 708-551-1634

MAR 1 IL, ROSEMONT, America's Largest One Day Comic & Card Show, Horizon - Skyline Room, 6925 N. Mannheim Rd. T:144 F:45 A:$2 10am-4pm, Midwest Shows 708-496-8881

MAR 14 IL, ROSEMONT, America's Largest One Day Comic & Card Show, Horizon - Skyline Room, 6925 N. Mannheim Rd. T:144 F:45 A:$2 10am-4pm, Midwest Shows 708-496-8881

INDIANA

JAN 31 IN, HIGHLAND, Highland's Monthly Card and Comic Show, Wicker Park Social Center, Ridge Rd at Indianapolis Blvd. T:20 F:$25 A:$1 6pm-10pm, Marilyn Hall 219-663-8561

FEB 9 IN, CROWN POINT, Crown Point's Monthly Card and Comic Show, American Legion Hall, 1410 North Main. T:20 F:$25 A:$1 10am-4pm, Marilyn Hall 219-663-8561

FEB 16 IN, LAFAYETTE, Indy Super Con, Holiday Inn, 5600 S.R. 43 West. T:90 A:$3 9am-5pm, Ken Hurt 317-894-9285

FEB 28 IN, HIGHLAND, Highland's Monthly Card and Comic Show, Lincoln Center, 2450 Lincoln St. T:20 F:$25 A:$1 6pm-10pm, Marilyn Hall 219-663-8561

MAR 7 IN, SOUTH BEND, Comic Book Convention, Ramada Inn, 52890 US 33 North. A:$4, Jubilee Enterprises 301-292-4587

MAR 8 IN, CROWN POINT, Crown Point's Monthly Card and Comic Show, American Legion Hall, 1410 North Main. T:20 F:$25 A:$1 10am-4pm, Marilyn Hall 219-663-8561

IOWA

FEB 1 IA, DES MOINES, Baseball Card and Comic Book Show, Howard Johnsons, 4800 Merle Hay rd. T:20 F:$50,2@$90 A:free 10am-6pm, Stacey Craig 515-673-4087

FEB 2 IA, DES MOINES, Baseball Card and Comic Book Show, Howard Johnsons, 4800 Merle Hay rd. T:20 F:$50,2@$90 A:free 10am-6pm, Stacey Craig 515-673-4087

FEB 8-9 IA, OHUMWA, Baseball Card and Comic Book Show, Quincy Place Mall, Hwy 34 west. T:30 F:$40,2@$70 mall hours, Stacey Craig 515-673-4087

MAR 7-8 IA, DES MOINES, Baseball Card and Comic Book Show, 4800 Merle Hay Rd. T:20 F:$50,2@$90 A:free 10am-6pm(Mar7)10am-4pm(Mar8), Stacey Craig 515-673-4087

MARYLAND

JAN 18 MD, SILVER SPRING, Reality Comic Book Convention, Armory Place, 925 Wayne Ave. F:$50 A:$3, Realtiy Conventions 301-791-8159

JAN 19 MD, COLUMBIA, Comic Book Convention, Hilton, 5485 Twin Knolls rd. A:$4, Jubilee Enterprises 301-292-4587

FEB 9 MD, BALTIMORE, Reality Comic Book Convention, Sheraton, Elm Rd. at BWI Airport. F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

FEB 22 MD, SILVER SPRING, Comic Book Convention, Armory Place, 925 Wayne Ave. A:$4, Jubilee Enterprises 301-292-4587

FEB 23 MD, HAGERSTOWN, Reality Comic Book Convention, Venice Inn, 431 Dual Hwy (rt40).

SHOWS AND CONVENTIONS

F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

MAR 8 MD, SILVER SPRING, Reality Comic Book Convention, Armory Place, 925 Wayne Ave. F:$40 A:$3 10am-4pm, Reality Conventions 301-791-8159

MASSACHUSETTS

JAN 16 MA, SWANSEA, Sports Card and Comic Book Show, Venus De Milo, 75 Gar Hwy, rt 6. T:40 F:$40,2@$75 A:$1.50 6pm-10pm, Earl Davis 508-675-0400

JAN 16-19 MA, CHICOPEE, Comic Book Con, Fairfield Mall. A:free Mall Hours, Bill Gouvalaris 617-289-8662

JAN 18 MA, WESTPORT, Sports Card and Comic Book Show, Whites, Rt 6. T:50 F:$40,2@$75 A:$1.50 9:30am-3:30pm, Chris Christopher 506-763-8570

JAN 23 MA, SEEKONK, Sports Card and Comic Book Show, Johnson & Wales Inn, rts 114A & 44. T:40 F:$40,2@$75 A:$1.50 6pm-10pm, Earl Davis 508-675-0400

JAN 26 MA, NEW BEDFORD, Sports Card and Comic Book Show, Days Inn, 500 Hathaway Rd off rt 140. T:50 F:$40,2@$75 A:$1.50 9:30am-3:30pm, Earl Davis 508-675-0400

FEB 2 MA, TAUNTON, Sports Card and Comic Book Show, Holiday Inn, 700 Myles Standish Blvd. T:50 F:$45,2@$85 A:$1.50 9:30am-3:30pm, Earl Davis 508-675-0400

FEB 2 MA, WESTPORT, Sports Card and Comic Book Show, Whites, Rt 6. T:50 F:$40,2@$75 A:$1.50 6pm-10pm, Chris Christopher 506-763-8570

FEB 6 MA, NATICK, Payless Card & Comic Book Show, Natick Inn, Rte 9 & Speen St. T:35 F:$30 A:free 5:30pm-10pm, Sports Superstars 617-738-1238

FEB 6 MA, WESTPORT, Sports Card and Comic Book Show, Whites, Rt 6. T:50 F:$40,2@$75 A:$1.50 6pm-10pm, Chris Christopher 506-763-8570

FEB 8 MA, DANVERS, Autograph Baseball Card & Comic Book Show, Sheraton Tara Hotel. T:80-8ft F:$30 A:$2(under8free) 9am-5pm, Scott Watson 617-731-9886

FEB 9 MA, AMHERST, Autograph Baseball Card & Comic Book Show, VFW Hall, 457 Main St. T:80-8ft F:$35 A:$2(under8free) 9am-5pm, Annette Dillard 617-738-1238

FEB 13 MA, NEW BEDFORD, Sports Card and Comic Book Show, Days Inn, 500 Hathaway Rd off rt 140. T:50 F:$40,2@$75 A:$1.50 6pm-10pm, Earl Davis 508-675-0400

FEB 15 MA, DRACUT, Autograph Baseball Card & Comic Book Show, K of C Hall, 401 Nashua Rd. T:60-8ft F:$40,2@$75 A:$2(under8free) 9am-5pm, Scott Watson 617-731-9886

FEB 16 MA, WESTPORT, Sports Card and Comic Book Show, Whites, Rt 6. T:50 F:$40,2@$75 A:$1.50 9:30am-3:30pm, Chris Christopher 506-763-8570

FEB 20 MA, SWANSEA, Sports Card and Comic Book Show, Venus De Milo, 75 Gar Hwy, rt 6. T:40 F:$40,2@$75 A:$1.50 6pm-10pm, Earl Davis 508-675-0400

FEB 20-23 MA, DEDHAM, Comic Book Convention, Dedham Mall. A:free Mall Hours, Bill Gouvalaris 617-289-8662

FEB 23 MA, NEW BEDFORD, Sports Card and Comic Book Show, Days Inn, 500 Hathaway Rd off rt 140. T:50 F:$40,2@$75 A:$1.50 9:30am-3:30pm, Earl Davis 508-675-0400

FEB 21-22 MA, SPRINGFIELD, Autograph Baseball Card & Comic Book Show, St. Anthony's Social Hall, 375 Island Pond Rd. T:100-8ft F:$30 A:free(Fri)$2(Sat) 9am-5pm, Sports Superstars 617-738-1238

FEB 27 MA, SEEKONK, Sports Card and Comic Book Show, Johnson & Wales Inn, rts 114A & 44. T:40 F:$40,2@$75 A:$1.50 6pm-10pm, Earl Davis 508-675-0400

FEB 27-MAR 1 MA, FAIRFIELD, Comic Book Convention, Fairfield Mall. A:free Mall Hours, Bill Gouvalaris 617-289-8662

MAR 5 MA, WESTPORT, Sports Card and Comic Book Show, Whites, Rt 6. T:50 F:$40,2@$75 A:$1.50 6pm-10pm, Chris Christopher 506-763-8570

MAR 5-8 MA, WATERTOWN, Comic Book Convention, Watertown Mall, 550 Arsenal St. A:free Mall Hours, Bill Gouvalaris 617-289-8662

MAR 15 MA, WESTPORT, Sports Card and Comic Book Show, Whites, Rt 6. T:50 F:$40,2@$75 A:$1.50 9:30am-3:30pm, Chris Christopher 506-763-8570

MICHIGAN

JAN 26 MI, CLAWSON, Comic Book and Baseball Card Show, Knights of Columbus Hall, 870 N Main. T:40 F:$20 A:$1 10am-4pm, Chris Galvan or John Green 313-262-6881 or 313-293-0340

JAN 26 MI, EAST LANSING, Spartan Comic Book Show, Kellogg Center, Michigan State U Campus, Big Ten Room A. F:$35 A:$1.50 10am-4pm, Michael Goldman 313-350-2633

FEB 9 MI, ROYAL OAK, Encore-Con Comic Book and Baseball Card Show, American Legion Hall, 1815 Rochester Rd. F:$35 A:$1.50 10am-4pm, Michael Goldman 313-350-2633

FEB 23 MI, CLAWSON, Comic Book and Baseball Card Show, Knights of Columbus Hall, 870 N Main. T:40 F:$20 A:$1 10am-4pm, Chris Galvan or John Green 313-262-6881 or 313-293-0340

MAR 1 MI, EAST LANSING, Spartan Comic Book Show, Kellogg Center, Michigan State U Campus, Big Ten Room A. F:$35 A:$1.50 10am-4pm, Michael Goldman 313-350-2633

MAR 8 MI, LANSING, Comic Book Convention, Sheraton, 925 South Creyts Road Int. 496. A:$4, Jubilee Enterprises 301-292-4587

MAR 8 MI, ROYAL OAK, Encore-Con Comic Book and Baseball Card Show, American Legion Hall, 1815 Rochester Rd. F:$35 A:$1.50 10am-4pm, Michael Goldman 313-350-2633

MISSOURI

FEB 29-MAR 1 MI, ST. LOUIS, For Comic Lovers Only!, Holiday Inn, Westport 1973 Craigshire I 270 at Page. T:65 F:$125 A:$3 10am-5pm, Midwest Shows 708-496-3113

NEW HAMPSHIRE

FEB 13-16 NH, NASHUA, Royal Ridge Mall. A:free Mall Hours, Bill Gouvalaris 617-289-8662

FEB 16 NH, MANCHESTER, Autograph Baseball Card & Comic Book Show, American Legion Henry J.Sweeny Post, 251 Maple St. T:80-8ft F:$40,2@$75 9am-5pm, Scott Watson 617-731-9886

MAR 12-15 NH, SALEM, Comic Book Convention, Rockingham Mall, Rt 28. A:free Mall Hours, Bill Gouvalaris 617-289-8662

NEW JERSEY

JAN 19 NJ, TOMS RIVER, Sportscards and Comics Convention, Quality Inn, rt 37 West. F:6ft@$30, 8ft@$40 A:$1,under10free 9:30am-4:30pm, Bill Mather 908-244-3380

JAN 23 NJ, WAYNE, Wayne Nostalgia & Collectibles Show, Co #1 Firehouse, Parish Dr. 5pm-10pm, Phil De Mario 201-434-1512days 201-696-6217eves

FEB 2 NJ, TINTON FALLS, Monmouth County Comics Convention, Holiday Inn, GSP exit 105. T:30 F:$40 A:$1.50 9:30am-4:30pm, Ruth Campbell 908-969-9486

FEB 2 NJ, WAYNE, Wayne Nostalgia & Collectibles Show, Co #1 Firehouse, Parish Dr. 9am-3pm, Phil De Mario 201-434-1512days 201-696-6217eves

FEB 9 NJ, BORDERTOWN, Showplace For Collectors, Days Inn, Rte 206 north of NJTPK ex7. T:30 F:$35 A:$2 10am-5pm, Ruth Campbell 908-269-9486

FEB 16 NJ, TINTON FALLS, Monmouth County Comic Book Sportscards Collectors Spectacular, Holiday Inn, 700 Hope Rd. T:45 F:6ft$35,8ft$45 A:$2 9:30am-5pm, Robert J. Erdo Jr 308-341-8981

FEB 20 NJ, WAYNE, Wayne Nostalgia & Collectibles Show, Co #1 Firehouse, Parish Dr. 5pm-10pm, Phil De Mario 201-434-1512days 201-696-6217eves

MAR 1 NJ, WAYNE, Wayne Nostalgia & Collectibles Show, Co #1 Firehouse, Parish Dr. 9am-3pm, Phil De Mario 201-434-1512days 201-696-6217eves

NEW YORK

JAN 17 NY, MIDDLETOWN, Baseball Card and Comic Book Show, Howard Jonson's. T:23 F:$65 A:$1 6pm-10pm, Marc Meyer 914-782-7176

JAN 18 NY, NEW YORK, Baseball Card and Comic Show, 323 East 91 St. A:$1 10am-4pm, Kevin Mullarkey 212-289-6730

JAN 19 NY, BAYSHORE, Comic Book & Baseball Card & Toy Show, Masonic Temple, 2 Union Blvd (btwn 5th ave & rt 231). T:30 A:free, Ray or Pat Weiss 516-669-4332

JAN 19 NY, RIVERDALE, Baseball Card and Comic Book Show, Riverdale YMHA, 5625 Arlington Ave. T:35 F:$55,2@$100 A:$2,$1members 10am-6pm, On The Ball 914-794-2299

JAN 24 NY, MIDDLETOWN, Baseball Card and Comic Book Show, Howard Jonson's. T:23 F:$65 A:$1 6pm-10pm, Marc Meyer 914-782-7176

JAN 26 NY, FARMINGDALE, Farmingdale Comic Book & Baseball Card & Toy Show, Masonic Temple, 197 Hempstead Tpk (rt 24) between rt 135 & rt 110. A:free 10am-4pm, Ray or Pat 516-669-4332

JAN 26 NY, OZONE PARK, Baseball Cards & Comic Books & Auction, A.Gordon Webster American Legion Hall, 107-10 Rockaway Blvd. T:35-8ft F:$35 A:$1 10am-4pm, Joseph Caruana 718-845-7240

JAN 30 NY, DEPEW, Comics and Cards, Polish Falcons Club, 445 Columbia Ave. T:42 6pm-10pm,

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Chicago

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Adam & Andy Kubert

April 12
John Romita Jr.

Rosemount Horizon

Skyline Room - 6925 N. Manheim, Rosemount, Il.

St. Louis

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SHOWS AND CONVENTIONS

Frank Caparaso 716-681-3422

JAN 31 NY, MIDDLETOWN, Baseball Card and Comic Book Show, Howard Jonson's. T:23 F:$65 A:$1 6pm-10pm, Marc Meyer 914-782-7176

FEB 2 NY, FLUSHING, All-Star Promotions Monthly Comic Book Convention, Flushing Jewish Center, 43-00 171st and Northern Blvd. T:80 F:8ft-$45,2@$83,3@$115..6ft-$38,2@$68,3@$95 A:$1 9am-5pm, Matthew T. Deroma 718-463-6540

FEB 2 NY, SARATOGA SPRINGS, St. Clement's Monthly Baseball Card and Comic Book Show, St. Clemet's School Gym, 231 Lake Ave. T:30 F:$35 A:$1 1pm-6pm, Rocco Rosato 518-584-1429

FEB 7 NY, MIDDLETOWN, Baseball Card and Comic Book Show, Howard Jonson's. T:23 F:$65 A:$1 6pm-10pm, Marc Meyer 914-782-7176

FEB 8 NY, BRONX, Big Hit, Holy Rosary Church, Fr.Winters Hall, Gunhill Rd & Eastchester Rd. T:33 F:$45,2@$80 A:$1.50 10am-5pm, Ray Unger 212-231-2102

FEB 9 NY, LONG ISLAND, Long Island Comic Book & Collector's Market Convention, Rockville Centre Holiday Inn, 173 Sunrise Hwy. A:free 10am-5pm, Cosmic Comics & Books of Oceanside 516-678-1300

FEB 14 NY, MIDDLETOWN, Baseball Card and Comic Book Show, Howard Jonson's. T:23 F:$65 A:$1 6pm-10pm, Marc Meyer 914-782-7176

FEB 16 NY, BAYSHORE, Comic Book & Baseball Card & Toy Show, Masonic Temple, 2 Union Blvd (btwn 5th ave & rt 231). T:30 A:free, Ray or Pat Weiss 516-669-4332

FEB 16 NY, RIVERDALE, Baseball Card and Comic Book Show, Riverdale YMHA, 5625 Arlington Ave. T:35 F:$55,2@$100 A:$2,$1members 10am-6pm, On The Ball 914-794-2299

FEB 21 NY, MIDDLETOWN, Baseball Card and Comic Book Show, Howard Jonson's. T:23 F:$65 A:$1 6pm-10pm, Marc Meyer 914-782-7176

FEB 22 NY, NEW YORK, Baseball Card and Comic Show, 323 East 91 St. A:$1 10am-4pm, Kevin Mullarkey 212-289-6730

FEB 23 NY, FARMINGDALE, Farmingdale Comic Book & Baseball Card & Toy Show, Masonic Temple, 197 Hempstead Tpk (rt 24) between rt 135 & rt 110. A:free 10am-4pm, Ray or Pat 516-669-4332

FEB 23 NY, OZONE PARK, Baseball Cards & Comic Books & Auction, A.Gordon Webster American Legion Hall, 107-10 Rockaway Blvd. T:35-8ft F:$35 A:$1 10am-4pm, Joseph Caruana 718-845-7240

FEB 27 NY, DEPEW, Comics and Cards, Polish Falcons Club, 445 Columbia Ave. T:42 6pm-10pm, Frank Caparaso 716-681-3422

FEB 28 NY, MIDDLETOWN, Baseball Card and Comic Book Show, Howard Jonson's. T:23 F:$65 A:$1 6pm-10pm, Marc Meyer 914-782-7176

MAR 1 NY, SARATOGA SPRINGS, St. Clement's Monthly Baseball Card and Comic Book Show, St. Clemet's School Gym, 231 Lake Ave. T:30 F:$35 A:$1 1pm-6pm, Rocco Rosato 518-584-1429

MAR 6 NY, MIDDLETOWN, Baseball Card and Comic Book Show, Howard Jonson's. T:23 F:$65 A:$1 6pm-10pm, Marc Meyer 914-782-7176

MAR 8 NY, FLUSHING, All-Star Promotions Monthly Comic Book Convention, Flushing Jewish Center, 43-00 171st and Northern Blvd. T:80 F:8ft-$45,2@$83,3@$115..6ft-$38,2@$68,3@$95 A:$1 9am-5pm, Matthew T. Deroma 718-463-6540

MAR 8 NY, LONG ISLAND, Long Island Comic Book & Collector's Market Convention, Rockville Centre Holiday Inn, 173 Sunrise Hwy. A:free 10am-5pm, Cosmic Comics & Books of Oceanside 516-678-1300

MAR 13 NY, MIDDLETOWN, Baseball Card and Comic Book Show, Howard Jonson's. T:23 F:$65 A:$1 6pm-10pm, Marc Meyer 914-782-7176

MAR 15 NY, BAYSHORE, Comic Book & Baseball Card & Toy Show, Masonic Temple, 2 Union Blvd (btwn 5th ave & rt 231). T:30 A:free, Ray or Pat Weiss 516-669-4332

NORTH DAKOTA

FEB 29-MAR 1 ND, FARGO, Baseball Card and Comic Book Show, Holiday Inn, 13th Ave S and Interstate 29. T:42 F:$50 10am-4:30am, Kevin J. Bergson 701-235-2562

OHIO

JAN 19 OH, DAYTON, Dayton Comics and Sportscard Show, Holiday Inn North (at Wagoner Ford and I-75). T:50 F:$40 A:$1 10am-5pm, Fantasy Star Productions 513-335-0910

FEB 1 OH, CANTON, Comic Book Convention, Parke Hotel, 4343 Everhard rd. A:$4, Jubilee Enterprises 301-292-4587

FEB 2 OH, ARKON-CANTON, Arkon-Canton Comic Book Convention, Holiday Inn, I-77 & Arlington Rd. T:40-6ft F:$55,2+$50 A:$3,under6free 10am-4pm, Jeff Harper 216-493-0408

FEB 15 OH, DAYTON, Reality Comic Book Convention, Holiday Inn, I-75 exit 50A. F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

FEB 16 OH, COLUMBUS, Reality Comic Book Convention, Sheraton, 2124 South Hamilton Rd. F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

FEB 16 OH, DAYTON, Comic Book Convention, Holiday Inn, Interstate 75 exit 44. A:$4, Jubilee Enterprises 301-292-4587

FEB 23 OH, TOLEDO, Comic Book Convention, 2429 South Reynolds Rd. A:$4, Jubilee Enterprises 301-292-4587

MAR 1 OH, COLUMBUS, Comic Book Convention, Holiday Inn, I-70 & Hamilton Rd. A:$4, Jubilee Enterprises 301-292-4587

MAR 14 OH, CINCINNATI, Reality Comic Book Convention, Ramada, I-71 exit 15 at 5901 Pfeiffer Rd. F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

MAR 15 OH, COLUMBUS, Reality Comic Book Convention, Sheraton, 2124 South Hamilton Rd. F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

PENNSYLVANIA

JAN 19 PA, HARRISBURG, Reality Comic Book Convention, Host Hotel, I-83 exit 18A. F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

JAN 25 PA, WILLIAMSPORT, Def-Con 1 Comic Con, Williamsport Sheraton Grand Ballroom, 100 Pine St. T:8ft F:$40 10am-4pm, Def-Con 1 Conventions 412-372-4774

JAN 26 PA, STATE COLLEGE, Def-Con 1 Comic Con, Days Inn State College, 240 S Pugh St. 10am-4pm, Def-Con 1 Conventions 412-372-4774

FEB 1 PA, INDIANA, Def-Con 1 Comic Con, Regency Mall, Rt 286 Indiana. T:8ft F:$50 A:free 10am-9pm, Def-Con 1 Conventions 412-372-4774

FEB 2 PA, ERIE, Def-Con 1 Comic Con, Holiday Inn (exit 7 off I-90). T:$30 10am-4pm, Def-Con 1 Conventions 412-372-4774

FEB 2 PA, NEW KENSINGTON, Comic Book Convention, Days Inn, 300 Tartentium Brg rd. A:$4, Jubilee Enterprises 301-292-4587

FEB 8 PA, ALLENTOWN, Comic Book Convention, Allentown Hilton, 9th & Hamilton Sts. A:$4, Jubilee Enterprises 301-292-4587

FEB 9 PA, HARRISBURG, Comic Book Convention, Harrisburg West Host, I-83 exit 18A. A:$4, Jubilee Enterprises 301-292-4587

MAR 1 PA, HARRISBURG, Reality Comic Book Convention, Host Hotel, I-83 exit 18A. F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

RHODE ISLAND

FEB 2 RI, WARWICK, J.A.S. Promotions Comic Book Show, Howard Johnsons Lodge, 20 Jefferson Blvd. T:68 F:$40 A:$1, Jonathan Scungio 401-944-8334

TENNESEE

JAN 18 TN, MARTIN, Comic Book and Baseball Card Show, Vincent Implements Bldg. F:$25 A:free 9am-5pm, Lee Downing 901-587-6733 or -4790

VIRGINIA

JAN 18 VA, ARLINGTON, Comic Book Convention, Howard Johnson, 2650 Jefferson Davis Hwy. A:$4, Jubilee Enterprises 301-292-4587

JAN 25 VA, NORFOLK, Reality Comic Book Convention, Quality Inn, Lake Wright, 6280 Northampton Blvd. F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

JAN 26 VA, VERGINIA BEACH, Comic Book Convention, Pavilion conv. ctr, 1000 19th st. A:$4, Jubilee Enterprises 301-292-4587

FEB 8 VA, ARLINGTON, Realtiy Comic Book Convention, Howard Jonsons, 2650 Jefferson Davis Hwy. F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

FEB 9 VA, NEWPORT NEWS, Peninsula Comic and Card Show, Ramada Inn, 950 J. Clyde Morris Blvd. T:30-6ft F:$35 A:$1 10am-4pm, Jim Atkins 804-989-1799

FEB 16 VA, RICHMOND, Comic Book Convention, Holiday Inn (Fanny's), 6531 W.Broad St. A:$4, Jubilee Enterprises 301-292-4587

MAR 14-15 VA, ARLINGTON, Comic Book Convention, Howard Johonson, 2650 Jefferson Davis Hwy. A:$4, Jubilee Enterprises 301-292-4587

WISCONSIN

FEB 2 WI, MADISON, Fantasticon 4, Sheraton Inn and Conference Center. T:60 F:$30 A:$2 10am-4pm, Fantasticon 4 414-255-6903 or 414-871-1502

ANSWERS PAGE

C.B.I.Q.

1)C 2)B 3)A 4)C 5)D
6)B 7)C 8)A 9)B 10)D
11)D 12)B 13)A 14)B
15)C 16)D 17)C 18)A
19)C 20)B 21)B 22)A
23)D 24)B 25)C 26)A
27)B 28)B 29)C 30)C

answers from pages 66 & 67

WORD JUMBLE

answers from page 65:

1) Mr Fantastic
2) Lightning Lad
3) Star Trek
4) Shadowcat
5) Optimus Prime
6) Omega Red
7) Hawkworld
8) McFarlane
9) Microchip
10) Justice League
11) Hal Jordan
12) Comet
13) Marvel
14) Krypton
15) Daredevil
16) Etrigan
17) Morbius
18) Lobo
19) New Titans
20) Solar

PUNISHER #10 CONTEST

ANSWERS FROM ISSUE #4

1) ODIN
2) HANK HALL
3) BIG BARDA
4) CZARNIA
5) NOMAD
6) PUCK

CODE: BAZOOKA

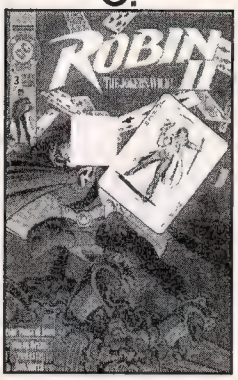
COVER SHOTS

answers from page 64

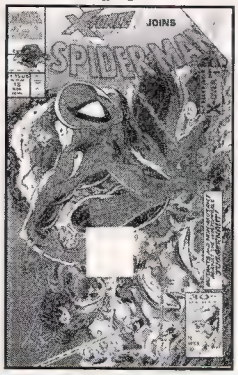
A.

B.

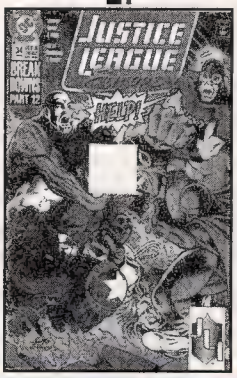
C.



D.



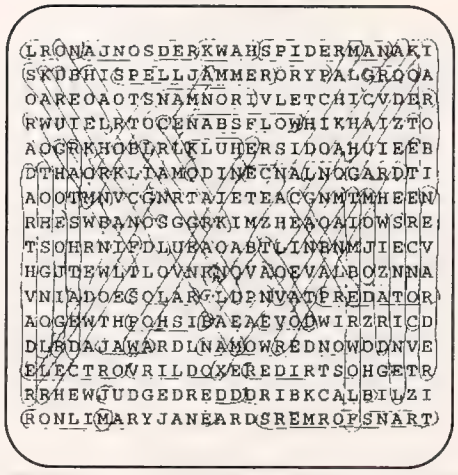
E.



F.

WORD SEARCH

answers from page 65:



Magic WORDS

c/o Wizard Press P. O. Box 648 Nanuet, NY 10954-0648

There it is Wizard Fans, the new official name for our letters page. Out of all the great ideas we received (like "Merlin's Mail" from Jason Delgado, Congers, NY; "Magic Messages" from Patrick Lanternman, Belleville, IL; "Wizard Talk" from Michael Lopez, La Habra, CA), the one we liked best was "Magic Words," thanks to Keith Anderson of Huntington Station, NY. He wins a free year of Wizard: The Guide to Comics. Congratulations, Keith!

Dear Wizard,

I'd like to congratulate you on one of the finest comic book magazines on the market today.

And now I have a few questions. 1) On the cover of the video The Comic Book Greats #1 with Todd McFarlane. I was wondering if that is a new character, or if it was just a personal project? 2) Is there any plans for an Aliens vs Predator movie? 3) You asked about what we thought, what would be cool for a DC/Marvel crossover. How about Batman vs The Punisher? Or a Predator vs Punisher? I wish I could think of some more questions, but at the moment I seem to be at a loss for words.

Keep up the good work.

William Plotts

Mt. Vernon, WA

1) That guy that keeps hanging around McFarlane is called Spawn. He's Todd's personal Super-Hero, and rumor has it that some day when Todd publishes his own books he'll use Spawn as the main guy. Doesn't he look cool? 2) Hmm. Unfortunately, there's no Aliens vs Predator movie coming out. However, Aliens 3 will be out soon, once again starring Sigourney Weaver, and the powers-that-be are trying to get Predator 3 off the ground, and Arnold Schwartzenegger said he might do it (We hope we hope we hope). 3) Well, it looks like you've got half your wish there- Punisher or no Punisher, the Batman vs Predator series is ripping up the charts.

Dear Wizard,

When I first took a look at the Wizard magazine, I found it to be one of the fliest magazines in production. When I found out that the magazine was coming out I had the impression that it was going to be one of those piece-of-crap-twenty-page-things that would cost five bucks, but heck no. It had over 100 pages for almost the same price as the others. It's also dope the way you let people TRY to help you make this magazine even more perfect (if that is possible). I hope you aren't like those other crappy books that say they will take in consideration what the consumer wants, then they just chuck your letters. I think that is bull.

I think it is cool how you display the envelopes of people who draw on them. I also think is is cool how you show the pictures of the awesome artists. That came in handy once when some kid said he saw a lot of cool artists such as Todd McFarlane, Whilce Portacio and others. When I saw the picture of Mr. Portacio, I asked him what nationality he was, he said he looked Hungarian! Ya! Right!

Well, thanks for letting me speak my piece. Until Wolverine starts to shave, Wizard's in MY house & nuthin' else!

Brad Utley

(address withheld by request)

Thanks Brad. You've pointed out something important there- that we want your ideas and suggestions. If you've got a cool suggestion and tell us about it in a letter, we'll use it (although we don't pay royalties).

Dear Wizard,

Well, issue four was great, but I have a question and a suggestion.

First the suggestion...you guys should have an issue with super hero cards inside it.

And now the question...why isn't Strikeforce Morituri number 10 special in your price guide? I've got that issue and it's done by Whilce Portacio.

Alex Cabello

Makiki, HI

Alex, you're right when you say that Whilce did that issue, but unfortunately there isn't any higher demand for number 10 than there is for any other issue of Strikeforce Morituri. That book didn't have any major following for it, and even the appearance of such a hot artist like Whilce Portacio isn't

enough to raise it's price. But who knows what the future holds?

Dear Wizard-Type Dudes,

I picked up issue #3 of your fully ragin' mag, and was hella-much impressed. I ran as fast as I could to tell the world of my discovery, but for the most part people just looked at me like I was on drugs or something. As it turns out, they already knew and it was I (can you believe it?) who was ignorant.

It's been several months (a year?) since I've been keeping up with my vast collection, so when I got to the price guide section of your book, I fully dusted off my 10 million trillion zillion comics and started updating their values. And that's when it hit me in the head like an age-old twinkie...SOMEONE FULLY NERPED (stole) X-MEN #164-239 FROM YOUR LISTINGS!!! Needless to say, I turned big and green (or was it grey?), unsheathed my razor-sharp adamantium claws, and just as I was about to find this dastardly fiend and give him a taste of my power cosmic, I realized that you may (for some reason unbeknownst to me) have done this on purpose.

BUT WHY WOULD YOU DO A THING LIKE THAT?!

If you didn't, and had simply fallen victim to this sick, twisted, and no doubt powerful super-villain, could you give me the home phone numbers of the Fantastic Four? I'll need all the help I can get.

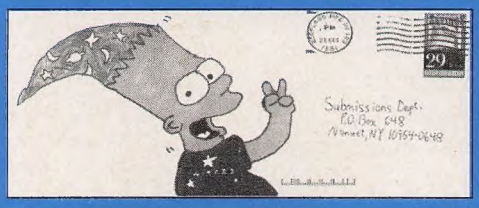
Aaron Rice
South Lake Tahoe, CA

Aaron, where were you when we needed you? Of course we didn't do that on purpose. We tried to keep it out of the news, but on September 12, 1991, Wizard Headquarters was under attack by the Mutant Liberation Front, who didn't like how we reported the success of the X-Men books. Luckily, Poof the Wizard was able to hold them off until the troops arrived, but we couldn't

Fabulous LETTER ART

Thanks for the terrific letter art. Every month our diehard fans with talent to burn adorn their praise (or complaints), sometimes, we think, just to get a little extra attention. Guess what. It works. Here's four for this month!

From Gerald Schranz Spring Valley, New York



From Alex Cabello Mililani, Hawaii

From Spud Stini-Lark Madison, Wisconsin

From Julio Desir, Jr East Lansing, Michigan

locate all of the damage they'd done. The missing listings was the only thing that got through. Sigh. We are happy to announce that all damage is repaired, and our defenses are up for future attacks.

Dear Wizard,

Despite my original feeling towards your magazine (What, another @*&% price guide??), I find myself enjoying Wizard each month. Comic Watch is the section I most look forward to. In fact, I have a book that should be on that page, Tales of the Teen Titans #44. This issue is the first appearance of Nightwing, who is getting his own book. This issue also has the origin of Deathstroke the Terminator as well as being the first appearance of Jericho, the Titan turned bad! What more could you want in a hot book? How about George Perez artwork!

Okay, enough of that. I'm out of your hair.

Gene Hoyle
Glen Spey, NY

Yep yep yep. The first time Dick Grayson wears the Nightwing costume...the first appearance of Jericho, the Titan turned dead...information on the origin of Deathstroke...yep. Hot book material here. Look for it's listing in a future issue (by the way, it's only a rumor right now that Nightwing's getting his own series).

Dear Wizard,

I have some questions to ask. What is Bishop's mutant power? What happened to the original New Mutants? I know that Doug and Warlock died, but how about the rest of the crew? Do you think we'll ever see any Spider-Man vs Batman comic? And finally, do you think that Wolverine is really Sabretooth's father?

So see if you can answer these questions. Thanks a heap guys!

Jeff Pham
Fountain Valley, CA

Sure we can answer these, Jeff. Bishop is able to absorb and use any mutant power used against him. As for the roster of the original New Mutants, here we go: Sunspot left to train with Gideon, Magma left to live in Nova Roma (her home), Mirage became one of the Valkyrie and lives in Asguard, Karma lives in Madripoor, Warlock and Cypher died, Wolfsbane joined X-Factor, Cannonball and Boom-Boom joined X-Force, and Professor X is still bald. Rumor has it that there are plans for future Marvel/DC crossovers, we'll keep you posted as news develops. And I'm sure that someone, somewhere knows the exact relationship between Wolverine and Sabretooth, but he's not talking.

Dear Wizard,

I've got a few questions and suggestions. 1) Around here Bishop is growing in popularity, but I'm partial to Cable myself. Why not put both of them on a cover of Wizard magazine? 2) I keep waiting for you guys to put out some comic cards in your magazine. The posters are great, I'm not complaining, but why not try something new. A Bishop hologram wouldn't be a bad idea either. 3) Jubilee left the X-Men recently, where did she go?

Until my whole world comes to an end, make mine Wizard!

Michael McCall
Whiteville, NC

What? A Bishop cover. Hmm. We would only do that if it were really, really cool, so you'll have to wait (but only until next month). We also want to do some radical trading cards, but it seems that it isn't so easy. You need permission from the companies to use their characters, and right now we're not allowed to. Give it time, though. If it's any consolation, Jubilee is still hanging around with the X-Men, she just doesn't show up that often.

Dear Wizard,

I have been collecting comics for some time now, and along the way I've come across a few questions:

1) In volume 6 of the Marvel Universe, SHIELD's meaning is listed as "Supreme International Espionage Law-enforcement Division," and onthe first page of the comic is says "Strategic Hazard Intervention Espionage and Logistics Directorate." Which is it? 2) Will Robin or Ragman ever get an ongoing series? 3) Will there ever be a new team of New Mutants?

Dick Brooks
(address withheld by request)

1) Isn't it great how the comic companies can come up with the greatest acronyms? I'm still trying to figure out what HYDRA stands for. Funny thing about SHIELD is that they're both right. In the Nick Fury vs SHIELD mini series, the original SHIELD (the "Supreme Division" one) was disbanded by the United Nations. At the beginning of the SHIELD comic that's running right now, the agency was brought back together (and is now the "Strategic Directorate" thing). 2) Nobody's talking about series for Robin or Ragman right now, but with all the mini-series Robin's getting, it would be a good move for DC to just give him his own book. 3) What's wrong with X-Force? The old New Mutants became X-Force in The New Mutants #100, but knowing how much Marvel loves mutant books, some day there might be another one.

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